

100% UNOFFICIAL NINTENDO GAMECUBE PRODUCT 132 PAGES

CUBE

THE UK'S BEST GAMECUBE MAGAZINE



ZELDA THE WIND WAKER

HUGE
FIRST
REVIEW!

Gale warning imminent as Nintendo blow up a storm!

EXCLUSIVE HANDS-ON SPLINTER CELL

We go undercover with another
'Xbox exclusive' defecting to GameCube

PREVIEW!



MAKING LIFE TASTE BETTER...

KINGS OF INNOVATION

What has Nintendo ever done for us?
How the genius of one company shaped an industry

FEATURE!

F-ZERO GAMECUBE

SMOKIN! 1000kph and
braking's for wimps!



1080° AVALANCHE

FROSTY! Kick it and rip it
out on the piste



£3.50

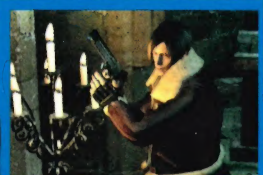
"excite, enthuse and inform"



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FEATURING



RESIDENT EVIL 4

IN-DEPTH! Evil as you've
never seen it before



MORTAL KOMBAT DA

REVIEWED! Puts the 'blood'
in bloody marvellous



STAR WARS BOUNTY HUNTER

REVIEWED! Tell Jabba this
time I've got the money



ZELDA

REVEALED! URA and the
new Ocarina of Time

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GAMES
VOUCHER
INSIDE!

**SELECT YOUR SOLDIERS
GET THE REAL TASTE OF THE BATTLEFIELD**



Tom Clancy's **GHOST RECON**

THE 2001 PC GAME OF THE YEAR NOW ON CONSOLES

PS2 SCREEN SHOTS



XBOX SCREEN SHOTS

BONUS : INCLUDES DESERT SIEGE MISSION PACK*

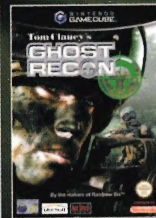
- Next-generation military technology :
use the newest infantry gear and weaponry
- More than 25 multiplayer maps in
cooperative & adversarial modes



*Desert Siege is single player on PS2 and Gamecube. Multiplayer on Xbox.



PlayStation 2



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WELCOME



THERE ARE MANY great things about working on **CUBE**. Steph's smile, Chandra's hair, Byron's lilting baritone singing (he's from the Welsh valleys you know), these are just a few of the things that make each day a little more tolerable as we careen out of control from one impossible deadline to another. Sanna at least manages to remain calm while panic escalates around her, but then she does surf to work. She's slowly being indoctrinated though. I mean, you can't play *Metroid Prime* on a surfboard, can you? Nope, you'll need a GameCube for that.

Of course, if you have a GameCube, naturally you'll want a shiny copy of **CUBE** to go with it. It's like mince pies and custard, or toast and Marmite – just a perfect combination. Speaking of mince pies, I trust you all had a good Christmas, and I suspect there might be a few new readers out there for whom Santa did the business by dropping a 'Cube in the old stocking. If that means you, welcome to the nation's favourite Nintendo magazine – you made the right choice, and we've got one ruddy heck of a year to look forward to. A glance at the *F-Zero GC* and *1080° Avalanche* Up Fronts confirms that, but then it gets even better. Capcom's new GameCube development house Production Studio 4 has revealed its current portfolio of in-

progress titles, and every single one of them has got 'stonker' plastered all over it in effing big letters. No really – skidaddle over to page 50 and you'll see that I'm kidding you in the negative.

Another Big revelation is the official confirmation of *Splinter Cell*'s appearance on GameCube despite supposedly being an Xbox exclusive title. Forget *Metal Gear Solid* – *MGS2* blew anyway. This is covert tactical ops as it should be.

Okay, I'm three quarters of the way through this editorial and I haven't mentioned it yet. Shall I, shan't I? Oh sod it. *Zelda*. Erm... wow. I expect you went straight to the review the first time you opened the mag anyway, so I'll just say (in a comedy faux-west country accent) it's a beauty!

Finally, there's just enough space left to mention this month's feature that proves, despite what Sony or anyone else might have you believe, that Nintendo built, shaped and just about damn-well invented this business we call gaming. The facts are the facts. You dig?

Miles Guttery
Editor

AT A GLANCE

This month's gaming goodness...

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CUBE

THE FIFTEEN

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LEGEND OF ZELDA: THE WIND WAKER

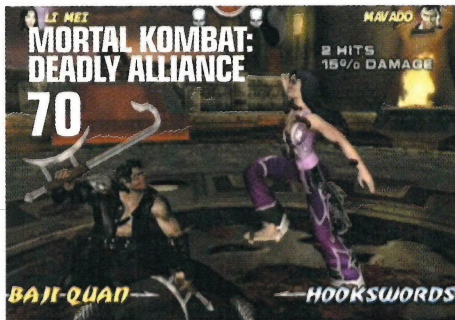
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The world's biggest Nintendo GameCube magazine!

STAR WARS: BOUNTY HUNTER 76



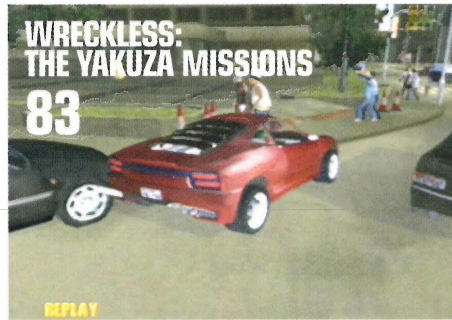
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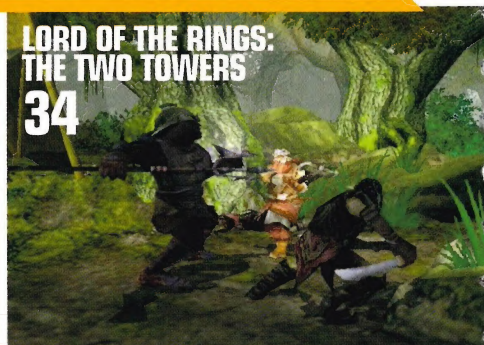
⬅ You get knocked down, you don't get back up again! Unless you're immortal or a freak...

➡ CUBE's lowest score ever. Read it and hope that you never have to see it again

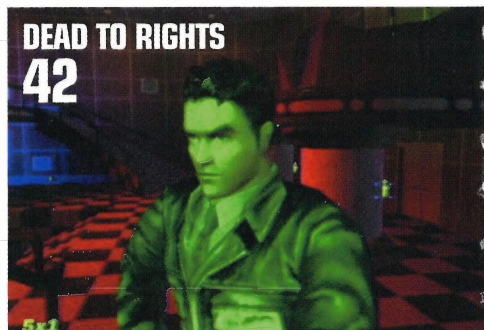
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100% UNOFFICIAL 100% UNBIASED THE ONLY MAGAZINE YOU CAN TRUST

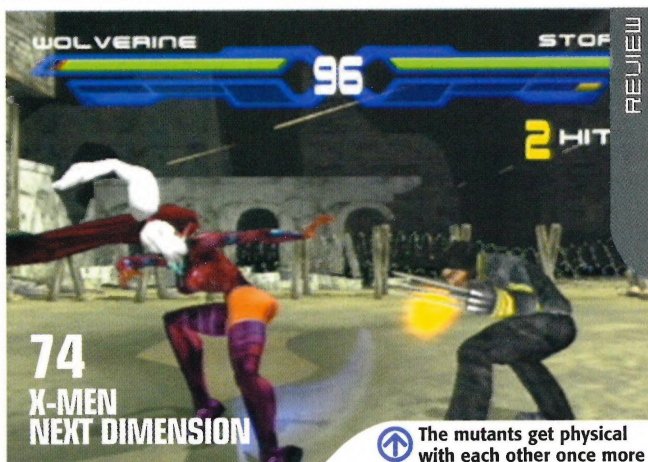
1080° AVALANCHE 08



UP FRONT

⬆ You like the taste of bark?
You'll learn to do so!

WOLVERINE 96 STOP



REVIEW

74 X-MEN NEXT DIMENSION

⬆ The mutants get physical
with each other once more

SPLINTER CELL 44



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UP FRONT

Two legendary Nintendo titles
updated and coming your way

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GCN

CUBE's newshounds bring you
the latest word on the street from
Nintendo city

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yet! We play 'em just the same to
see how they're shaping up

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this month as we go Capcom crazy

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PLUG IN BABY!

Just look at all the cool gadgets you can
buy to get even more joy out of your
lovely GameCube .112

UP FRONT

CUBE

INFORMATION

F-ZERO GC

PUBLISHER: NINTENDO

DEVELOPER: AMUSEMENT VISION

ORIGIN: JAPAN

GENRE: RACING

PLAYERS: 1-4

PERCENTAGE COMPLETE



AT-A-GLANCE

■ RACE AT OVER 1,000KPH

■ 30+ VEHICLES ON-SCREEN

■ AMAZING PARTICLE EFFECTS

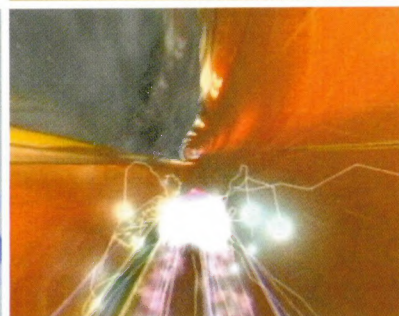
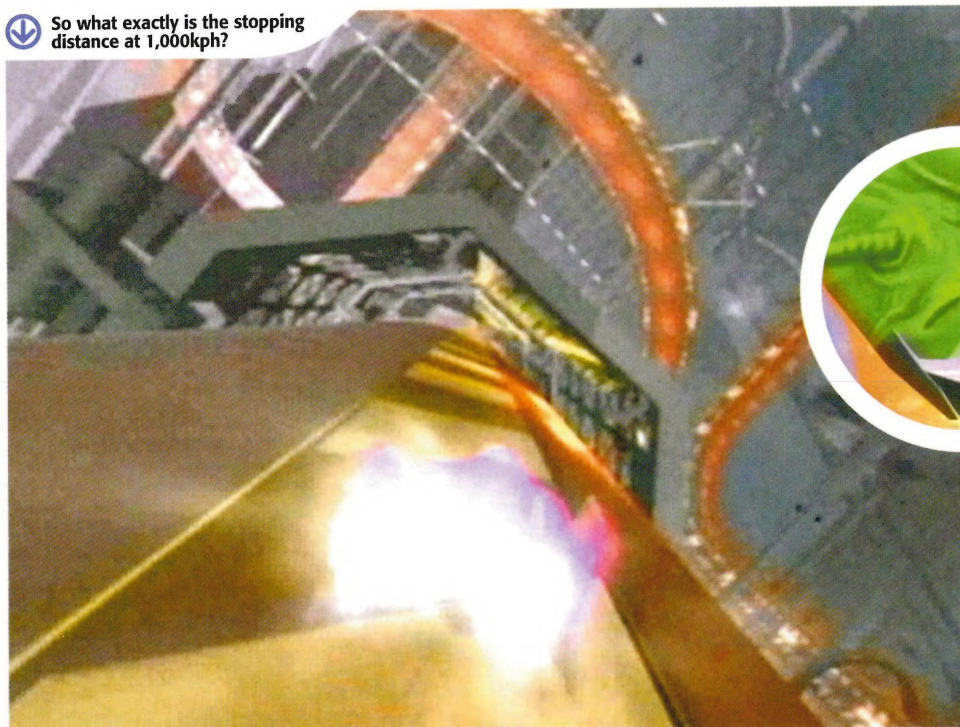
■ REMIXED AND ORIGINAL TUNES

■ BRAND NEW TRACKS

TBA 01 '03 SUMMER '03



So what exactly is the stopping distance at 1,000kph?



F-ZERO

Don't slip... it's a long way down!

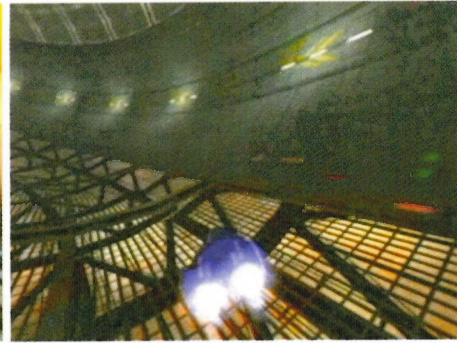
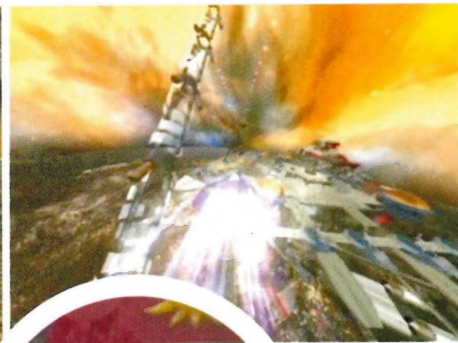
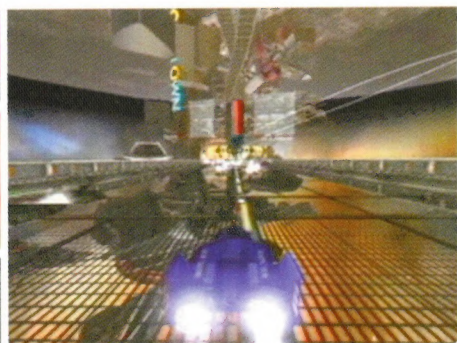
JUST LAST ISSUE we revealed that *Legend of Zelda: The Wind Waker* would include a bonus disc in Japan (for more info see pages 66-67). Well, the disc has arrived in the office and not only does it have versions of *URA* and *Ocarina of Time*, but also a truckload of new GameCube movies. Among the bonus material is some amazing new footage of *F-Zero GC*, and watching the game in action confirms that Amusement Vision is doing a very good job.

As the racers line themselves up on the starting grid, a remixed version of a classic *F-Zero* tune blasts out of the speakers. In a game like this the music is just as important as the other key elements and we're pleased to say that AV's efforts perfectly compliment the

high-octane action. About five seconds after the music starts you realise how many vehicles are on the screen. The contenders stretch off into the distance and we counted 32 at the very least (eights rows of four). There could well be two more rows but they were so far off that we couldn't tell for sure. Among the racers are the four original vehicles from the SNES version (Blue Falcon, Golden Fox, Fire Stingray, Wild Goose), a few from *F-Zero X* and a whole host of new ones. Gameplay-wise, it's quite obvious where the GameCube version draws its inspiration from. The original *F-Zero* makes its contribution in the form of the original vehicles and wide tracks; *F-Zero X* elements are apparent in the vast numbers of vehicles per race,



"THE CONTENDERS STRETCH
OFF INTO THE DISTANCE AND WE
COUNTED 32 AT THE VERY LEAST"



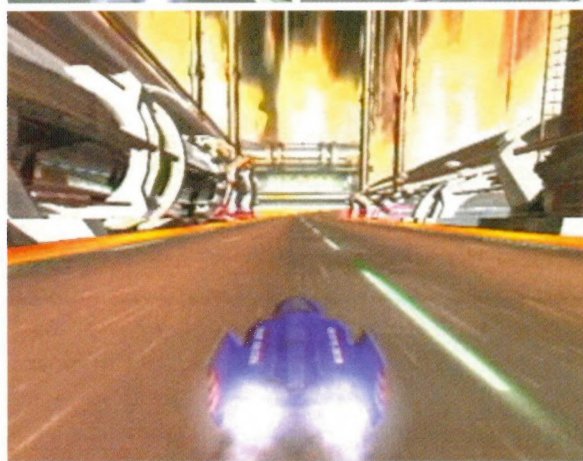
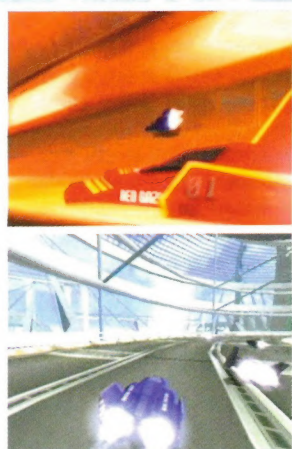
Trackside architecture in particular is very *WipEout*

GC

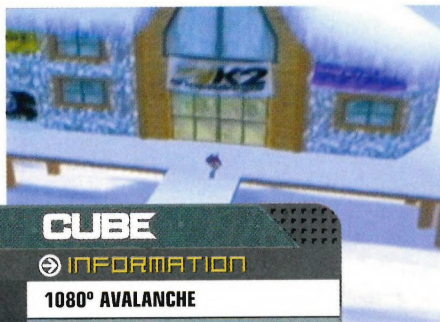
special attacks and narrow, tubular track sections, and last of all is *Daytona USA*. Long straights and easy bends allow you to ram your opponent into the sides, sparks flying everywhere — definitely a *Daytona* trait.

The Shield Spin and Shield Ram have made a comeback. These moves allow your ship to pull off a semi-controlled spin or a sudden ram to either side with your shields activated. This can damage and eventually destroy opponents. The resulting scrapes send out showers of sparks. Another source of particle joy comes from the Nitro bursts. AV hasn't told us whether or not they draw on your energy bar but they're definitely in there. *F-Zero GC* is shaping up very nicely and it shouldn't be too long (it's due out within the next three months) before we get our hands on a playable version.

CLUBE



You can't get much of an impression from screenshots; this game is all about speed



CUBE

INFORMATION

1080° AVALANCHE

PUBLISHER: NINTENDO

DEVELOPER: NSTC

ORIGIN: US

GENRE: RACING

PLAYERS: 1-4

PERCENTAGE COMPLETE



AT-A-GLANCE

■ INSANE ELEMENTAL EFFECTS

■ SHEER DROPS

■ DOZENS OF NEW STUNTS

■ REALISTIC SNOW TYPES

■ CLASSIC CHARACTERS RETURN

TOTAL COMPAS MOVIES PICTURES



TBA

FEB '03

FEB '03



1080° AVALANCHE

Avalanche slides on tricky ground...

BACK IN ISSUE 13 we revealed that Nintendo's latest in a long line of franchise updates had changed somewhat from the original and is looking more akin to EA's *SSX* series. Since then we've had a chance to spend some more time with the latest version of *1080°* and, despite still having a number of niggles, the situation is far better than we feared.

The main problem with the older version was that the magic of the N64 game seemed to have disappeared. The original's feeling of isolation was amazing and ploughing through powdered snow, surrounded by pines

was highly satisfying. While *Avalanche* has lost this to an extent, there are still isolated areas. It's just that with *SSX* being so popular in America, NOA seems to have been pressured into pushing the game more in that direction. NSTC is based in the US so, presumably, most of the orders come straight from NOA as opposed to Nintendo Japan. That isn't to say that Miyamoto-san won't have a say in the proceedings, but he certainly won't be having as much involvement as he did with *Metroid Prime* or the original *1080°* for example. In its current form, *Avalanche* plays very well. In a similar

style to the original game, pushing forwards will increase your speed and reduce your turning capacity while pulling back will dig the board into the snow, thus slowing you down and enabling you to turn sharply. Far more emphasis is placed on tricks in this version. In a standard race there won't be any incentive to pull off tricks as they only slow you down, but there will be plenty of different modes in which to prove your acrobatic skills.

Another problem with the previous version was the quality of the graphics. This area of the game hasn't changed at all since we last saw it. Admittedly, the real-time avalanches and snowstorms are very nice, but outside of that it doesn't grab you visually in any way. In fact, it



⬆ No jokin', he's smokin'! Which might explain the pig's ear he's made of that trick

"THOSE INTERESTED IN THE N64 ORIGINAL MAY END UP A LITTLE DISAPPOINTED"

UP FRONT
1080° AVALANCHE

The hills are alive with the sound of nu-metal, presumably

LANCHE

doesn't look that much better than *SSX Tricky* and certainly isn't the massive jump over the original *1080°* that you might expect. It still looks nice, but you tend to expect more from a first-party Nintendo title. After *Metroid Prime*, *StarFox Adventures* and *Zelda*, *Avalanche* should be grabbing us by the balls and ramming graphical features down our throats. NSTC has had more than enough time to mess around with the hardware since it finished *WaveRace* over a year ago.

As it stands, *SSX* fans are going to love *Avalanche*, but those more interested in the N64 original may end up a little disappointed. With the game set to hit US stores in two months time, it won't be long before we find out for sure.

CUBE

Extreme, baby! I'll get the Pepsi Max in

GCN

GAMECUBE NEWS

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AT A GLANCE

MEGATON LOOMS

Nintendo prepares to shock the world with a series of big announcements.



PAGE 010-011

APOCALYPSE, WOW!

War, what is it good for? Absolutely nothing... aside from providing the GC with great games.



PAGE 012-013

ENTER THE MATRIX

We go down the rabbit hole with Dave Perry and his take on *The Matrix*.



PAGE 014

SILENT BUT VIOLENT

Virtual garrotting simulator gets wired for 'Cube. The wait will be worth it...



PAGE 016

TOTALGAMES.NET

Check out the latest on the forums, and grab your free fascias plus a £5 GAME voucher!



PAGE 018-019

CHARTS/RELEASE LIST

See what's been selling this month and when your most anticipated titles are coming out.

UK CHART		Chart
1	NEW	SCARFAD ADVENTURES
2	1	SLIPPER HOUND SUPERHIT
3	4	MURPHY POTTER: C&S
4	5	THE KING OF THE HILL

PAGE 022-023



SQUARE

NAMCO




MEGATON

Nintendo prepares to shock the world

HERE AT CUBE we're not normally ones to big-up stories that are nothing more than Internet-based rumours, but on this occasion there is definitely some truth to them. For the past few months we've been hinting that Nintendo is readying itself to make a big announcement, or rather a series of announcements concerning the GameCube. It all started when V-Jump magazine reportedly printed a story concerning a big announcement from Nintendo before the end of the year. Several people 'in the know' (these are the same people who confirmed the existence of

GameCube *Ocarina of Time* some months ago) confirmed that Nintendo was indeed due to say something significant very soon. This rumour soon became known as the 'Megaton Announcement'. Over the months everybody has had their own version of what could be lurking in the depths of NCL's HQ. Even the most insignificant pieces of news have been over-analysed and linked to Megaton in some way. Here are just some of them:

Capcom predicts significant losses: Capcom is not doing as well as it would have hoped. Combine this with the fact that



"THERE ARE A
SERIES OF SOFTWARE
ANNOUNCEMENTS
LOOMING IN THE
HORIZON"

LOOMS

the company has just recently announced five GameCube-exclusive titles as well as the already exclusive *Resident Evil* series and it must mean that Capcom is going to be bought out, or at least receive investment capital from Nintendo.

All is quiet on the TriForce front. Ever since announcing the Nintendo/SEGA/Namco TriForce arcade board agreement Nintendo has said nothing. It's therefore assumed that there's far more to this agreement than meets the eye. Nintendo is in fact getting together an elite group of designers/programmers/producers from various Japanese software houses and

making a 'Dream Team.' The games will feature franchise characters from Nintendo, Capcom, SEGA, Namco, Konami and Square Enix.

The whole Nintendo PlayStation thing: PlayStation (or rather PSX) was originally going to be Nintendo's SNES CD add-on. Now people are claiming that Sony has used the name illegally for all these years and Nintendo is going to sue it for hundreds of millions of dollars... ten billion dollars to be precise.

In all honesty though, there are no one big announcement due. Rather there's a series of software announcements looming on the

horizon. These will include some massive, exclusive titles from Square Enix, SEGA, Konami, Brownie Brown and Namco, as well as Nintendo's own online plans. All these companies have been very quiet – too quiet – and there's no way that Nintendo will wait until E3 to tell the world what it's up to. We believe that with Japan going GameCube-mad following the launch of *Zelda*, it's an ideal time to really stick the boot in. To release details of *Namco All-Stars*, *MGS3*, *VF Anniversary*, *Pikmin 2* and *Mario 128* would really cement the GameCube's position in Japanese minds.



THE FORUM SPEAKS

THE CUBE, TOTALGAMES.NET FORUMS SPEAK OUT WITH THEIR OPINIONS ON MEGATON



Author: StIgottheadrush**

I think the rumour about Nintendo buying Capcom is rubbish; just speculation. I do hope that Nintendo buys Sega though.



Author: Numpy

It would have to involve guaranteed exclusives of hugely attractive mainstream games. I think there will be one or more new second-party developers for Nintendo following the announcement as well as the details of several as yet unannounced first and third-party games.



Author: Cuboid_5000

It would be quite nice to see Nintendo buy Capcom and/or SEGA, especially after losing Rare to Microsoft. As for Nintendo suing Sony, good idea, but it won't happen.



Author: Sobtanian

After the whole Rare rumour thing I am starting to believe every rumour I hear! So yes, this Megaton thing is real in my opinion.



Author: Fusoya

Personally I think Capcom may be bought out by Nintendo, though I don't see it in the near future; it looks like it'll be a rumour lasting as long as that Rare/Nintendo one.



Author: Cain

Personally, I doubt it will involve any major buyouts, but will see Nintendo forming stronger alliances with various developers, resulting in some devastating GC exclusives!



Author: Will Haven

Whatever and whenever it is, I personally think that Nintendo must have something to say. Even if it doesn't, I'm not going to shed a tear over it as we are definitely getting *Metroid Prime*, *Zelda*, *Animal Crossing Online*, *StarFox Armada*, *F-Zero*, *Mario Kart Online*, *PN 03*, *RE:4*, *FF: CC*, *Viewtiful Joe*, *Killer 7* etc etc. Now come on! When you read that list of games, you don't care about any Megaton speculation since the titles on the way are sure to be some of the greatest games ever.

CUBE

CUBITES

SNACK-SIZED CHUNKS
OF NINTENDO JERKY
MEAT. MMM, CHEWY!



BLACK OR WHITE

PC life simulator *Black & White* is due to come to the GameCube sometime next year. Peter Molyneux has obviously had a distinct change of heart toward the GameCube as a viable machine for his games to grace...

PUZZLE TIME!

Nintendo will release *Nintendo Puzzle Collection* on the GameCube in January. The game will consist of classic puzzlers *Dr. Mario*, *Yoshi's Cookie* and *Panel de Pon*. We'll have a full preview for you in the next issue.



STARTING GRID

Lamborghini from *Rage* has at long last officially been confirmed for the GameCube. Featuring (shock-horror!) *Lamborghini* cars. It should be out in the UK towards the middle of next year.



SQUARED UP

Nintendo of America has confirmed that every pre-ordered copy of *Zelda* will come with the bonus disc that was made available in Japan. It's inevitable then that Europe will get it as well. Nice one Nintendo



⬆ Baghdad Café it ain't. This is War on Terrorism — Saddam vs the West

CONFLICT DES

War! Huh, what is it good for? Absolutely nothing...



UNLESS OF COURSE you're a TV news scheduler or an arms manufacturer. Wars are in fact, believe it or not, a bad thing. If you ask SCi however, it'll gleefully tell of how its Gulf War simulator *Conflict: Desert Storm* topped the charts last year, made them a mint in the process and then went on to spawn two more potentially lucrative sequels, both of which are currently in development. And now they're about to 'Saddamise' our GameCube.

Conflict: Desert Storm is, as the name suggests, set against the sandy backdrop of the Gulf War. The action is presented via a third-person viewpoint and through the eyes of four separate conscripts, each with their own abilities as they attempt to thwart the moustachioed one's best laid plans by rescuing hostages, stealing enemy info,



In single player, you'll have the ability to order issues to your squad

ERT STORM

destroying scud missiles and generally just ensuring that that the good ol' US of A continues to get enough oil to run its MPV's.

While these true life scenarios are complemented by the involvement in production of an ex-Gulf War veteran, the in-game action is far from the realism of the actual war in that you're essentially a gung-ho four man army and it involves more than just a little friendly fire between allies.

Your initial mission in *Conflict: Desert storm* is to rescue a soldier who'll then join you, followed shortly by a band of either Delta Force troops, or SAS (you choose which to play at the start). Although you're the only player, you'll still get to command and conquer the enemy using each of your men. Initially you'll have control of a rifleman infiltrator, but there's also a heavy weapons expert, sniper and demolitions man. When you're not controlling individual members of the

group, the computer AI handles their reactions, although you can issue orders to them at any time. Better than this though are the simultaneous multiplayer matches in which you'll negotiate use of specialists, your arsenal of ordnance and the best ways in which to immobilise tanks, right before entering the fray and getting into an argument over who nicked the sniper rifle or that last bit of health. *Conflict: Desert Storm* launches at the end of March so expect more info next issue...

"WARS ARE IN FACT, BELIEVE IT OR NOT, A BAD THING"



IN THE CUBE WITH...

TIM MAUGHAN

NAME: TIM MAUGHAN
POSITION: ASSOCIATE PRODUCER
COMPANY: PIVOTAL

CUBE: How did you first get into the games industry?

TM: This is my second games industry job – previously I worked as a Project Manager for a company called Digimask where we had this cool software that could make a 3D model of your head from just two photos. All very cool stuff, but working at Pivotal is much more exciting – especially in light of our recent hit, *Conflict Desert Storm*!

CUBE: Top 3 videogames of all time?

TM: *Doom*, *Phantasy Star Online*, *Star Wars* (the old 80s arcade machine)

CUBE: For those who don't know, can you tell us a bit about *Conflict*?

TM: *Conflict: Desert Storm*, is based on the 1991 Gulf War and is a third-person, squad-based action game, where the player takes control of an elite SAS or Delta Force Unit, ordered behind enemy lines to infiltrate enemy territory and neutralise key targets. The missions and environments are very varied ranging from hostage rescue missions set in Baghdad to all-out assaults against entrenched Republican Guard positions in the desert.

It's been a really big success for us. We were number one in the multiplatform and Xbox charts in the UK and Europe, so we're all really happy! We're all hoping that the GC version will be received just as well.

CUBE: How have you found it working with the GameCube hardware?

TM: It's been a great experience. The GameCube really is a great bit of kit to develop for. Everything from the architecture down to the controller has been designed with making games in mind. The only issue we had at first was the relative lack of memory compared to the other platforms – it gave us nightmares initially, but our programmers put a lot of time into coming up with some imaginative solutions and we've managed to get everything in. Personally it's been exciting simply to work on a Nintendo branded machine. I've always been a big fan of Nintendo machines and games.

CUBE: Will there be any differences between the console versions?

TM: It's basically the same game, but the advantage the GC version has over the others is that we've had a little extra time. We've been able to go back and tweak a few things that we maybe were not as happy with in the previous versions, for example we've improved the enemy AI, the in-game interface and how the auto aim system works, amongst other things. For the guys who worked on the original, it has been very satisfying.

CUBE: Do you have any future plans for GameCube?

TM: Oh yeah, I'm currently working on the sequel to *Conflict Desert Storm*, which will also be coming to GC. Plus we're also planning to do a GC version of *The Great Escape* – our adaptation of the classic Steve McQueen WWII movie, which is due out next year. I believe SCI are also working on *Rally Championship* and *Futurama* too.

IN THE
CUBE
WITH...

NAME: DAVID PERRY
POSITION: PRESIDENT
COMPANY: SHINY ENTERTAINMENT

CUBE: How did you get into the videogames industry?

DP: When I was a teenager my school in Northern Ireland was provided with a well-stocked computer lab, thanks to a special government program. That's what really got me started – just spending lots and lots of time in my school's computer room with the other students. I lived in the middle of the countryside; it was cold and pretty boring, so that only made playing games even MORE addictive. Not long after that, I started writing books on games, which quickly became a full-time job, and when I was 17 I moved to London to continue creating games.

CUBE: What titles have you worked on before this?

DP: Too many to remember that's for sure! Last time we checked, I'd worked on 35 games, which translates to 101 individual retail titles if you counted all the platforms. I've worked on 23 different video game platforms.

CUBE: Top 3 videogames of all time?

DP: *Half-Life*, *Grand Theft Auto III* and *Command and Conquer*

CUBE: Can you tell us a bit about the game and what kind of atmosphere you're going for?

DP: *Enter the Matrix* is the result of a completely new and unique type of collaboration between the gaming industry and Hollywood. The Wachowski Brothers, the writers/directors of the *Matrix* movies, are the Creative Directors behind the game, and we've enjoyed an unprecedented level of access to everyone working on the film – we've worked with set designers, costume directors, martial arts choreographers, special effects, etc., to really bring the true *Matrix* experience to games.

CUBE: What aspects of the game are you most proud of so far?

DP: Right now, what's really making an impression on people who see the game for the first time is the thousands and thousands of motion-captured fighting moves, choreographed by Master Wo Ping, a legendary Hong Kong martial arts film maker, who also developed all the fighting scenes for the movies.

CUBE: How are you finding GameCube development?

DP: It's been great – we have a small team at Shiny that is focused solely on the GameCube version, and they've made some great, great strides. We really love how the GameCube hardware deals with colour – the game looks very rich and vibrant.

Going down the rabbit hole...



High-tech futuristic Sci-Fi in antique environments – an interesting mixture

ENTER THE MATRIX

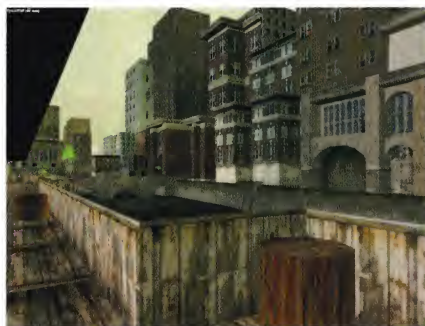
THERE ARE FEW Western movies better suited to getting the videogame treatment than *The Matrix*. After all, it's a reality-baiting film, inspired by the idea of a digital façade, whilst also having links with Oshii-san's animated classic, *Ghost In The Shell*.

In fact for many gamers, with its bullet time mix of slick and ultra cool violence, *The Matrix* is potentially the best film license ever. Perhaps that's why The Wachowski brothers (the directors of the films) are partially directing this game in conjunction with Shiny, as well as giving the US based coders full access to the film script and locations and ensuring

that all on-screen actors (both visually and aurally) turn up in the game.

A similar attention to detail is also to be lavished on the gameplay. As you'd expect with a game of this nature, the battle and control system is, we're informed, deeply complex and deft. Expect therefore the two playable characters (Niobe, a hovercraft expert and Ghost, a weapons specialist) to engage in both sneaky and acrobatic movement (motion captured of course) all of which is set off nicely by a trench coat full of futuristic artillery. *Enter The Matrix* launches in Q2 2003, so we'll have more details next issue...

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IN THE
CUBE
WITH...JACOB
ANDERSENNAME: JACOB ANDERSEN
POSITION: LEAD DESIGNER
COMPANY: IO INTERACTIVE**CUBE:** How did you get into the videogames industry?**JA:** I started working at CoreDesign in (I think) 1993, then I went to the states to work for a now defunct company called Scavenger. I then went back to Denmark with a couple of other Scavenger guys to start up IO Interactive.**CUBE:** Top 3 games of all time?**JA:** *Elite*, *Civilization* (1 & 3) and *CounterStrike*, but hey, they're all computer games so err...then I must say *Zelda*, *Tetris* & *Contra*.**CUBE:** It's great to see *Hitman* coming to GameCube. Why the long wait?**JA:** We received the dev-kits a bit late so, because of the tight schedule on the other three formats, we decided to wait until they were released.**CUBE:** Will there be any differences with this version or is it a straight port?**JA:** As it is looking at the moment, the GameCube version will probably be the fastest of the console versions.**CUBE:** Do you have any future plans for the GameCube?**JA:** I think it's safe to say that all future projects from IO Interactive will be released on GameCube as well.

HITMAN 2: SILENT ASSASSIN

Virtual garrotting simulator gets wired for Cube...

PERHAPS IT'S HIS conspicuous name, or perhaps it's his resemblance to a hardboiled egg, but Codename 47 — the quiet killer of the title — seems unable to call it a day. Having moved to Sicily to forget about his past as a genetically engineered assassin, the local criminal underworld catch word of his abilities and blackmail Mr 47 out of retirement and back into the line of fire as a contract killer.

As a GC owner this premise should interest you as (just like the acclaimed PS2 and Xbox versions of which this is a port), *Hitman 2* offers a choice of first or third person viewpoints, a range of locales and an arsenal containing, not just the usual array of explosives and projectiles, but also chloroform and garrotting wire. What's best of all about this ruthlessly violent game though is the open-ended approach to completing objectives. The level design contains a geo mod engine (bullets penetrate and mark the scenery), whilst accompanying your every skulking and devious movement, is a score performed by the Budapest Symphony Orchestra!

It seems that the trend for publishers viewing the GC as a viable platform for adult themed games is continuing to gather momentum, but whether or not IO Interactive are making us an offer we can't refuse with this conversion (bearing in mind there are no specific 'Cube enhancements') will be made all the clearer when the game gets a PAL release in March.

CUBE



Take on the role of a contract killer and help a few people into bed with the fishes

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CUBITES

SNACK-SIZED CHUNKS OF NINTENDO JERKY MEAT. MMM, CHEWY!



AUSSIE PRICE SLASH

EA has slashed the price of its GameCube games in Australia by more than 50%, bringing them down to the equivalent of around £20. Doubtful it'll be repeated elsewhere though.

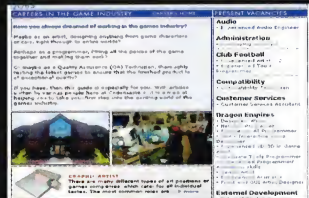
WAVEBIRD UPGRADE

Nintendo is set to upgrade the WaveBird to incorporate Matsushita's 2.4GHz wireless technology. We're not entirely sure what effect this will have, but it could make the peripheral cheaper as well as more efficient.



CAREER BOOSTER

Anyone interested in going into the gaming industry could do a lot worse than listen to Codemasters. It has launched an online careers advice mini-site to help would-be coders/artists. Simply tap in www.codemasters.com/jobs/careers to go straight there.



POKE-POWER

Thought Pokémon was dead and buried? Think again. Pokémon Ruby and Sapphire sold through over one million units in less than a week when they launched in Japan recently. Nintendo must be rolling in it.



CIRCLES OF POWER

He's kind of like SuperTed, but not quite as fluffy or annoying...

HIS NAME'S JOE... Viewtiful Joe, and means to take pride of place on the top of your GameCube. Of course there's always these Killer 7 fascias too, not to mention the umpteen others we've printed over the past six months. If there's anything in particular you're after, just email us and, if there's enough demand, we might just sort you out.

FEELING LEFT OUT?

Missed out on our amazing free gifts from issues 9 and 12? Go to page 124 and get yourself a copy then!



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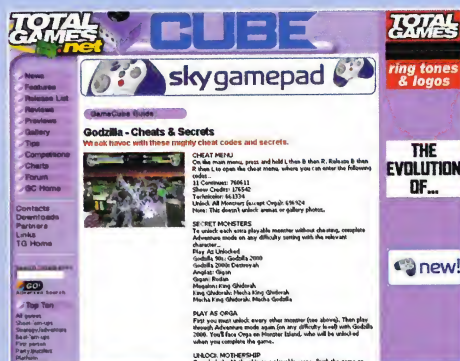
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VISIT THE HOME OF the **CUBE** team online and hang with us in a virtual sense. We can't offer you tea and cakes, but we've got all sorts of other gubbins that's nearly as good. All the important stuff from previous issues is up there. Wodges of cheats and tips, libraries of screenshots for forthcoming games and, best of all, the forums where you get to have your say on the world of Nintendo, offer your thoughts on **CUBE** or just chat online with thousands of other people who share your passion and won't look at you funny when you greet them by squealing out "It's-a-meeeee!"



UP-TO-THE-MINUTE NEWS

There's never a quiet moment in the world of gaming, and if you don't keep an eye on what's going on you may just be left behind. To avoid this potentially terrible situation, head on over to the front page of cube.totalgames.net each day to check out the latest gossip. From here you'll be able to hit a link to see what's new, or take a trip back in time using the search engine to look for any past entries.



THE HOTTEST CHEATS IN TOWN

Getting grief from Ganondorf? Receiving a kicking from Koopa? The tips index situated at cube.totalgames.net may just be your saviour! The CUBE Solutions team work night and day to provide their readers with the most helpful and relevant walkthroughs and cheats around, so if you find yourself all of a tizz, then you know where to go.



CUBE, WITHOUT THE PAPER

If you were crazy enough to miss an issue of the gaming bible that is **CUBE**, then fear not! Each month all of the reviews and previews are uploaded to TGN, so you'll be able to have a quick look at which titles are currently causing us to loosen our ties at lunchtime before you hitch a bus into town and to spend your wedge, safe in the knowledge of what you're getting yourself into. We're just too kind!



FRIENDS AT THE TOUCH OF A BUTTON!

If we've ever got a spare minute or two on our hands between typing and playing *TimeSplitters 2*, then we'll undoubtedly end up at the TGN forums and we think that you should too. People from all sides of the planet gather here to talk about games, **CUBE** and all things Nintendo. Come take a look, you never know who you might meet. It's like a big, fun party in internet form!

CUBE MOST PLAYED

DAMN THESE GAMES. THEY ARE THE REASON WE DON'T SLEEP



LEGEND OF ZELDA

We now have five copies of this masterpiece in the office. Why? Oh, well, you know... just to be sure. The result is that the entire team has been able to play it side by side. Strangely though, we've all seen completely different bits so far, it's that big!



MORTAL KOMBAT: DA

At last the GameCube has a fighter worth talking about. No longer do we have to get the Dreamcast out when we need to get rid of some anger. There's been enough virtual blood spilt about the office in the last few weeks to last a lifetime, all thanks to Midway.



SKIES OF ARCADIA

SEGA's classic RPG remake arrived right at the end of deadline, hence we didn't have time to review it this issue. The original's magic is still in there though, along with enough new additions to keep everyone very happy. Rest assured we'll give it a full going over in time for issue 16.

CUBE MOST WANTED

WE'RE MAD FOR IT! ESPECIALLY
THIS LITTLE LOT...



VIEWTIFUL JOE

The more we see of this game, the more we want it. Sadly, we haven't been given the chance to get our hands on with it yet, but from what we've seen it's pure gameplay all the way. Flip to page 52 for the latest screenshots.



F-ZERO GC

With *Metroid* and *Zelda* come and gone (on import anyway) we've had to find other Nintendo products to look forward to. We're not all that fussed about *1080°* right now, so *F-Zero* has gotta be the one. Check out the Up Front (pages 06-07) to see exactly why it's got us all hot and bothered.



FINAL FANTASY: CC

Squaresoft is gearing itself more and more towards Nintendo. New shots and info are coming through for its lone GameCube title, but we get the feeling there are several more waiting in the wings. *Final Fantasy* will more than do us for now though, and it's out in just two months!

RELEASE LIST

CUBE's at-a-glance guide to what you can expect in 2002.

Territory	Game	Publisher	Genre	Release Date	Anticipation
UK	Micro Machines	Infogrames	Racing	17 Jan '03	★★
UK	LOTR: The Two Towers	EA	Adventure	Jan '03	★★★
Jap	Resident Evil 2	Capcom	Adventure	Jan '03	★★★
UK	Ghost Recon	Ubi Soft	Shoot-'em-up	Jan '03	★★★
Jap	Resident Evil 3	Capcom	Adventure	Jan '03	★★★
UK	Galleon: Islands of Mystery	Interplay	Adventure	Jan '03	★★★
US	Star Wars: Bounty Hunter	Activision	Adventure	Jan '03	★★★★
US	Zapper	Infogrames	Platform	Jan '03	★
UK	Batman: Dark Tomorrow	Kemco	Adventure	Jan '03	★
Jap	Wario World	Nintendo	Adventure	Jan '03	★★★★
UK	Monopoly Party	Infogrames	Party	7 Feb '03	★★
UK	Phantasy Star Online	Infogrames	RPG	Feb '03	★★★
UK	Super Monkey Ball 2	Infogrames	Party	Feb '03	★★★★
UK	SEGA Sports NBA 2K3	Infogrames	Sports	Feb '03	★★★★
UK	Big Mutha Truckers	Empire	Racing	Feb '03	★★
Jap	1080°: Avalanche	Nintendo	Sports	Feb '03	★★★★
UK	Robotech: Battlecry	TDK Mediactive	Shoot-'Em-Up	Feb '03	★★★
US	The Legend Of Zelda	Nintendo	Adventure	Feb '03	★★★★
UK	Men In Black 2	Infogrames	Shoot-'em-up	Mar '03	★
UK	Zapper	Infogrames	Adventure	Mar '03	★
UK	Sonic Mega Collection	Infogrames	Puzzle	Mar '03	★★★★
UK	SEGA Sports NHL 2K3	Infogrames	Puzzle	Mar '03	★★★
Jap	Soul Calibur II	Namco	Beat-'em-up	Mar '03	★★★★
UK	Metroid Prime	Nintendo	Shoot-'em-up	Mar '03	★★★★
Jap	Ridge Racer VI	Namco	Racing	Mar '03	★★★★
UK	Lotus Challenge	Virgin	Racing	Mar '03	★★★★
UK	Rayman 3	Ubi Soft	Adventure	Mar '03	★★★★
Jap	Viewtiful Joe	Capcom	Beat-'em-up	Mar '03	★★★★
UK	The Legend Of Zelda	Nintendo	Adventure	May '03	★★★★
UK	Animal Crossing	Nintendo	Adventure	Q1 '03	★★★★
UK	Phantasy Star Online Epi&I	SEGA	Adventure	Q1 '03	★★★★
Jap	F-Zero GC	SEGA	Racing	Q1 '03	★★★★
Jap	Pikmin 2	Nintendo	Simulation		
Jap	Mario Party Online	Nintendo	Party Puzzler	Q2 '03	★★★★
Jap	Mario Kart Online	Nintendo	Racing	Q2 '03	★★★★
Jap	Animal Forest Online	Nintendo	Adventure	Q2 '03	★★★★
Jap	GameCube Wars	Nintendo	Strategy	Q2 '03	★★★★
Jap	StarFox GC	Nintendo	Shoot-'em-up	Q2 '03	★★★★
UK	SEGA Sports NFL 2K3	Infogrames	Sports	Apr '03	★★
UK	Enter The Matrix	Infogrames	Shoot-'em-up	May '03	★★★
UK	Skies Of Arcadia	Infogrames	RPG	May '03	★★★★
Jap	P.N. 03	Capcom	Shoot-'em-up	May '03	★★★★
UK	D&D Heroes	Infogrames	RPG	Jun '03	★★
UK	V-Rally 3	Infogrames	Racing	Jun '03	★★★★
UK	XIII	Ubi Soft	Shoot-'em-up	Q3 '03	★★★★
Jap	Killer 7	Capcom	Shoot-'em-up	Q3 '03	★★★★
Jap	Dead Phoenix	Capcom	Shoot-'em-up	Q4 '03	★★★★
Jap	Resident Evil 4	Capcom	Survival Horror	2004	★★★★

CUBE RECOMMENDS

IF YOU'RE LOOKING TO INVEST SOME CASH THIS MONTH, YOU COULD DO A LOT WORSE THAN THESE FELLAS...



ROBOTECH: BATTLECRY

If you're even remotely into shoot-'em-ups or the *Robotech/Gundam/G-Force*-style cartoons, this is a must buy. It's nicely presented and satisfyingly epic. The levels do get a bit repetitive after a while, but hey, most shooters do.



LOTR: THE TWO TOWERS

Fresh from the enormous success of the film, you don't need us to tell you that this is going to fly off the shelves. Despite not being any more than a straight PS2 port, the game is pretty good, and the film clips will grab you. We'll have a full review next ish.



SUPER MONKEY BALL 2

Oooh yes. It's been a while since we reviewed this on import but we still play it at lunchtimes. At the time of going to press there's no set date in February for it, but if there's only enough cash in your wallet for one game in the next month, this has to be it.

GAMECUBE CHARTS

FURBALLS AT DAWN

LIL HEARTBREAKER

STARFOX ADVENTURES

STILL ON TOP

Can anyone knock McCloud from the top spot? It's hardly surprising though, given that there's so little else worthy of your attention out there right now. *Lord Of The Rings* could change that of course, so watch your back McCloud; there are more dangerous things in life than giant lizards and space combat.



1

UK CHART

TOTAL GAMES.net

ChartTrack

Week ending 21 December 2002

We were expecting Mr Bond to top the charts, but it seems that the lure of the Fox is too much for most of you to handle. Meanwhile *Mario Party* sneaks in there and *Smash Bros* finally drops out of the Top 10!

All information compiled by ChartTrack and is the strict copyright of ELSPA (UK) Ltd.

POS	LAST	TITLE	PUBLISHER	SCORE
1	1	STARFOX ADVENTURES	NINTENDO	9.4
2	NEW	007: NIGHTFIRE	EA	7.9
3	2	SUPER MARIO SUNSHINE	NINTENDO	9.4
4	NEW	MARIO PARTY 4	NINTENDO	9.0
5	3	HARRY POTTER: COS	EA	7.0
6	4	DIE HARD VENDETTA	VIVENDI	7.4
7	5	TONY HAWK'S PRO SKATER 4	ACTIVISION	9.2
8	6	FIFA 2003	EA	8.4
9	7	STAR WARS: CLONE WARS	ACTIVISION	6.7
10	9	TIMESPLITTERS 2	EIDOS	9.5



SUPER MARIO SUNSHINE



HARRY POTTER

DIE HARD VENDETTA



METROID PRIME



MARIO PARTY 4

TOP SPY

007: NIGHTFIRE

LICENSE TO SELL

Despite the film and the adverts, Bond... James Bond, still comes a second place to Fox McCloud. Shooting fans really should give it a go. It's no *GoldenEye* or *TimeSplitters 2*, but it's miles ahead of *Agent Under Fire*. Fancy yourself as a smooth killer? There can only be one solution...



2

OLD SMOOTHIE IS BACK

KICK OFF

IT'S A CORKER!

FIFA 2003

ON THE BALL...

Being the only new footie offering, it's not hard to understand why *FIFA* is still in the charts, but credit where credit's due; it's a decent game in its own right. This is THE football game to own on the GameCube with authentic stadia, players, teams, kits and chants, that will satisfy all your footy requirements



8

SHOOTIN' BLANKS?

TIMESPLITTERS 2

JUST ONE MORE ROUND...

TS2 does anything but shoot blanks. As soon as you play it you're hooked and simply have to go out and buy it, which is proven by the fact that it's still in the charts eight weeks after release. Careful though. Just one match is never enough. Many a night has been lost to Capture the Bag mode.



10

MULTIPLAYER WITH THEM

US CHART

POS	LAST	TITLE	PUBLISHER
1	NEW	Metroid Prime	Nintendo
2	5	Super Mario Sunshine	Nintendo
3	25	Super Smash Bros Melee	Nintendo
4	NEW	007: Nightfire	EA
5	9	Animal Crossing	Nintendo

JAPANESE CHART

POS	LAST	TITLE	PUBLISHER
1	1	Mario Party 4	Nintendo
2	NEW	Biohazard Zero	Capcom
3	NEW	Yu-Gi-Oh	Konami
4	NEW	Momotarou Dentetsu 11	Hudson
5	NEW	Kinikku Man	Bandai

WHATEVER
HAPPENED TO...MYSTERIOUS GAMECUBE-
RELATED DISAPPEARANCESGALLEON: ISLANDS
OF MYSTERY

Regular readers may remember that we covered this game way back in issue one. Since then it suffered several delays and has now mysteriously disappeared. Bristol-based Confounding Factor, headed up by *Tomb Raider*'s Toby Gard, has been working on the title for four years now and is still adamant that the game is very close to completion. It's now due to make an appearance in the first quarter of this year, but we have yet to see any code. Should we expect another delay? To be honest it's difficult to see how any developer can survive for so long without any financial comeback. Things must be getting pretty tight at the moment. Fingers crossed then...



⬆ Ever get the feeling a photo has been tampered with? No, it was really like that!

ZELDA IN THE CITY!

Link Hits London-town

NINTENDO UK HELD an event just before Xmas, showcasing its big titles for 2003. Naturally the **CUBE** team dragged themselves to Shepherd's Bush, all intent on playing the game that everyone in the know is talking about right now: *Zelda*. It wasn't all about *Zelda* though; *Metroid Prime*, *Resident Evil Zero*, *Rayman 3*, *Bounty Hunter* and others were on the gaming floor, but *Zelda* was all we cared about. Chandra, Byron and Gary grabbed the nearest chairs and sat in front of the screen for a full six hours! As time passed by, most other 'journos' got bored and started drinking, but the **CUBE** team was absolutely hooked. The biggest let down was that we had to go home and leave it all behind.

The aim of the event was to show what a fantastic line-up European gamers have got to look forward to in 2003. All of these games and many more third-party offerings are due within the first six months. Forget Nintendo's poor Xmas showing — that's in the past. Here's to the future!



NEC SLIPS UP

GameCube successor looms



NINTENDO
GAMECUBE 2™

JUST LAST ISSUE we brought you the news that Nintendo had confirmed the development of the successor to the GameCube and GBA. Well, it seems that NEC took this as permission to confirm details of the machine. NEC, who worked closely with Nintendo on the GameCube has confirmed that it will be partnering up with Nintendo once again to bring the world a follow-up to the GameCube. This machine will be readied in order to go head-to-head with PS3 and Xbox 2. Apparently, Nintendo and NEC are determined to strip Sony and Toshiba of their worldwide dominance with the PlayStation brand, and will not let Sony get another head start. Fighting talk indeed – Nintendo denies the whole thing, naturally, but his latest news could mean the GameCube 2 hitting Japanese retail as early as 2005. More news as we get it.



Two sequels confirmed for GameCube

PIKMIN SPROUT AGAIN!

JUST AFTER PIKMIN hit Japanese shelves late in 2001, Nintendo confirmed the existence of a sequel, with Miyamoto-san even joking that he may make it an online game. Everything has been very quiet since, but just recently Miyamoto-san once again spoke out about the little people and touched upon something else. *Pikmin 2* is definitely still in production; in fact it's quite a long way into the development cycle. Another title that we thought

had long gone is *Mario 128*. Remember the Mario demo from way back in 2000? This was the engine that *Pikmin* was based on, but Miyamoto-san is busy turning it into a whole new game. He commented that players would find something in this *Mario* game that was missing in *Sunshine*. He even admitted that *Sunshine* was just *Mario 64 Deluxe*. Could this mean we'll see the true evolution of *Mario*? Who knows...

GCM

GAMECUBE NEWS

FINAL THOUGHT...

SO... A TRUE successor to the GameCube as soon as 2005? That's certainly a surprise. Although this news hasn't come from Nintendo, NEC is as good a source as any, seeing as it's the company working on the technology. One company on the warpath is dangerous enough, but now there are two, and they intend to win. Whatever happens over the next few years and however well GameCube does, it will probably never surpass the installed PS2 user-base. Sony had a head start at a vital time, and despite starting slowly, it hit the mass market at just the right time. Toshiba makes the innards of the PS2, so Sony and Toshiba are now the kings of the castle. Nintendo and NEC are not at all happy about this and if you think they're going to sit around and wait until 2007 to launch their new machine you can think again. Nintendo has become far more aggressive over the past two years and this news highlights the company's new attitude. Would it have stood for such tactics if Yamauchi-san was still the President? We doubt it very much. What if the company had had such an attitude four years ago? Would the GameCube have been released a year earlier to go head-to-head with PS2? Now, that would have been a very interesting battle. As it happens, Nintendo will be going head-to-head with PS3 with a massive wad of cash in its pockets. This console malarkey gets more exciting by the minute!



WHAT HAS

Ninten

EVER DONE

Greetings history buffs! If you're a fan of all those semi-interesting science and history programmes on BBC2 — you know; What The Romans/Victorians/Old Dead People Did For Us — you're going to enjoy this. We're going to prove, in explicit detail, that Nintendo really is worthy of all the unconditional love and worship it so regularly receives.

do FOR US?

FROM THE PLATFORM game to cardboard packaging so irritating it united whole nations in hatred, Nintendo has transformed the video games industry into the blank cheque for Sony's board of directors that it now is. So come with us as we look at the truth of what Nintendo did for you, your friends and all the scum-sucking parasites that pinched their ideas.

THE D-PAD

If you're old enough you might remember a previous decade that historians sometimes refer to as the 1970s. Back then, there was no PlayStation or Sega and if you owned a home console it was almost certainly made by Atari. Nintendo was around but it was still making playing cards and other low-tech nick-nacks. Then, in 1981 it set the world alight with the first Game & Watch game. Game & Watches were portable LCD machines that not only allowed you to play a migraine-inducingly simple game (such as juggling a ball or avoiding falling hammers at a building site) but also had their own built-in digital watch. Game... and watch — amazing! The innovation had already begun.

The most important thing about the Game & Watch was that it was portable, but because it had to be able to fit easily into your pocket, Nintendo had a bit of a problem when it came to the controller — most home consoles and arcade games used a joystick (so called, because it was a stick that gave you joy) but there was no way Nintendo could put one of those on a *Game & Watch* without making 80s teenagers look like they were wandering around with a scale model of Nelson's Column in their pocket.

Some consoles had their own special types of controller, such as Mattel's stupid telephone dialler-like Intellivision pad, but these were all rubbish so Nintendo had to invent its own concept. For a while it could get away with just using a couple of buttons with the simpler games but for the Game & Watch version of *Donkey Kong*, it needed four directional movement and so was born the digital pad, or as really knowledgeable gamers like to call it — the D-Pad!

Invented by Gunpei Yokoi (see boxout) the D-pad allowed you to control any type of game in any of the eight basic compass directions. Indeed so versatile did the D-pad prove to be that every single console invented afterwards used it, right up until Nintendo invented something else! But even though everyone immediately nicked the idea, Nintendo D-pads have always been the best because Nintendo patented the original 'plus sign' shaped design. That's why everybody else's has to look a bit different and why they never feel quite as good. So there we have it — Nintendo's first gaming innovation, and it's still being used today!





THE SHOULDER BUTTON

For centuries soldiers had been using buttons on their shoulders to keep down that funny little flap of cloth on their coats, where they store their hats (It's called an epaulette, thick — Ed). But it took the genius of Nintendo to realise that what worked for the sartorial elegance of the private on parade, would also work to improve the life of video games players around the world.

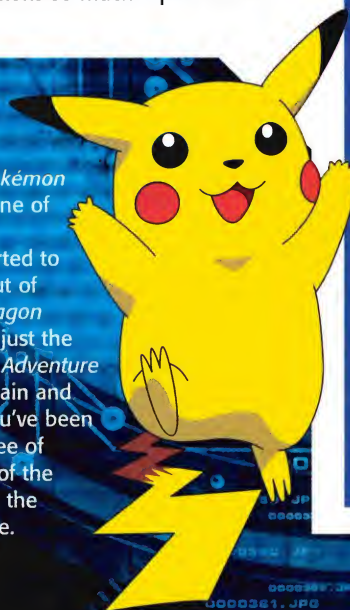
The first generation of Japanese consoles, the NES and Master System, only had two 'face' buttons, which was a bit limiting when it came to designing complex games. When it started designing the controller for the SNES, Nintendo stuck in two extra buttons on the front, but like Caligula at a Roman orgy, we wanted more.

It fell to Nintendo R&D expert Masayuki Uemura (a man so anonymous he's not even worth a boxout) to suggest buttons on the 'shoulders' of the pad. Unusually for a Nintendo innovation, such a radical hardware idea wasn't influenced by any one particular game that was in development — it just seemed a really good idea.

It was only when it came around to make *Super Mario Kart* (see later) and Capcom started on the conversion of *Street Fighter II* it became clear that a world without shoulder button-controlled powerslides or six button-operated beat 'em-ups wasn't a world worth living in. Of course, after that was made clear, everyone else quickly copied the idea for the next generation of machines. Indeed, Sony liked shoulder buttons so much it put four on its controllers!

POKEMON

It may not be cool or trendy to admit it, but *Pokémon* is one of the best games ever made. It's also one of the best selling — and that's a fact not lost on Nintendo's rivals. No sooner had the game started to fly off shelves than the clones just streamed out of the woodwork; *Digimon*, *Monster Rancher*, *Dragon Warrior Monsters* and more, but there weren't just the all-out copies. Suddenly everything from *Sonic Adventure* to *Black & White* had to have a virtual pet to train and fight or it just wasn't part of the in-crowd. If you've been following the gist of this feature with any degree of attention, you'll be able to guess that not one of the wannabes was ever anywhere near as good as the original. There's a life lesson in that somewhere.

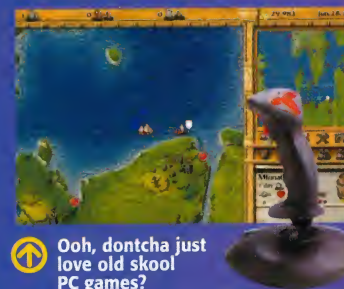


THE ANALOGUE STICK

Nintendo cannot claim to have invented the analogue joystick. Well it could claim to but then it would be lying and wouldn't be able to get into Heaven when it dies. Considering that an eternity in Hell would no doubt involve trying to use a digital joystick to control *Super Mario 64* et al, that's unlikely to be a risk it's willing to take.

PC gamers have been using analogue joysticks for years, however they've also been boring the world to tears with legions of identikit flight sims and strategy games set in 16th Century Germany for a similar amount of time, so it might have seemed unlikely that Nintendo would look to them for inspiration for the N64's controller. Unlikely or not, that was exactly what happened and once again it changed the video games industry forever!

As has already been established the D-pad was great for controlling games on the NES and SNES, but



↑ Ooh, don'tcha just love old skool PC games?

N64 games were nearly all in 3D, particularly its God-like launch title *Super Mario 64*, and moving freely in 360 degrees becomes a bit of a drag when you've only got a controller that goes in eight directions. Ever notice that

Lara Croft steers like a drugged cow wearing steel-capped boots? It's because *Tomb Raider* was only ever designed for use with a D-pad whereas *Super Mario 64* with its analogue control steers like a nimble

supermodel with an especially nice dress on.

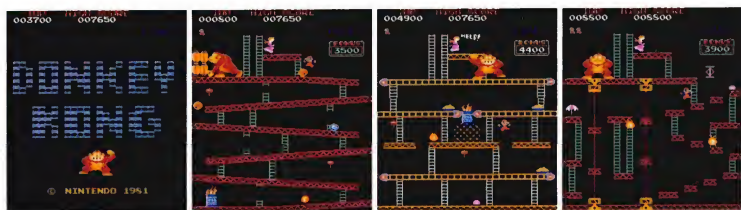
As you'd expect, as soon as Nintendo showed the controller to the world, everyone immediately tried to copy it, but because the N64 came out a year or so after the Saturn and PlayStation, everyone else was caught on the hop. No more so than Sony who immediately replaced its digital-only pad with a controller featuring two analogue sticks. Unfortunately, Sony got some sort of drunken high school dropout to design them and the sticks ended up with dead zones about 3 miles wide, making them about as accurate as Murray Walker with a hangover. Hilariously it then pretended they were 'supposed to be like that' by petulantly refusing to fix them for the PS2. The poltroons.



↑ *Super Mario 64* was developed with analogue control in mind...



↑ ... *Tomb Raider* wasn't, hence the frustrating control



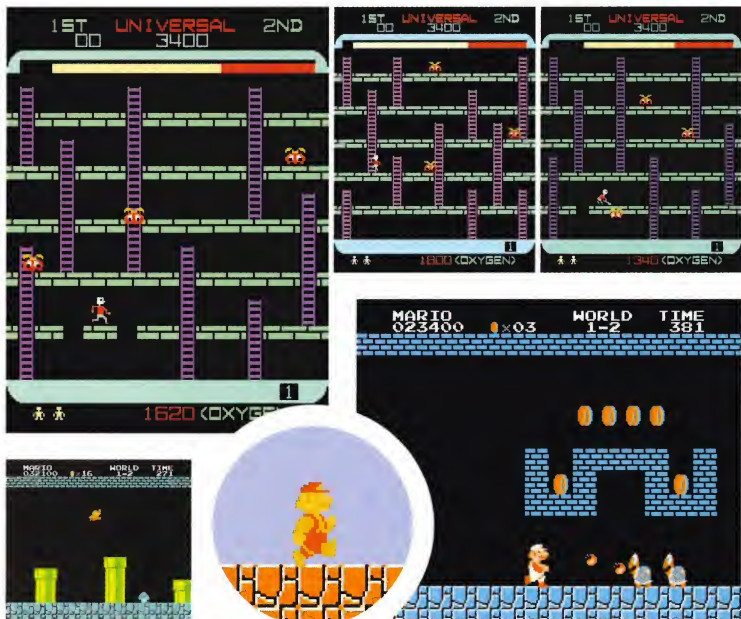
THE PLATFORM GAME

Who invented the platform game? It's a question that has never bothered historians in the slightest, but at least two pub brawls have been caused by the debate. The last on record occurred in Bolton in 1993 when the advocates for obscure arcade game *Space Panic* were beaten to a bloody pulp by a bunch of barrel-wielding *Donkey Kong* fans.

It's true that *Space Panic* (later cloned off for the *Lode Runner* series and not too dissimilar to UK classic *Chuckie Egg*) does feature ladders and platforms but, crucially, there's no jumping in it and as we now know, a platform game without jumping is like an English sportsman without a whiny excuse.

You can debate the semantics of whether *Donkey Kong* was actually a proper platformer or not, but it's indisputable that Nintendo and Mario gave birth to the platform game as we know it today, first through the single screen *Mario Bros* coin-op (the same one they keep giving away free with the *Super Mario Advance* games) and then with the grandfather of gaming itself — *Super Mario Bros*.

No genre has had a bigger influence on gaming than the platformer, and no platform game released since could claim it wasn't influenced in some way by the horizontally scrolling running, leaping and bad guy squishing joy factory that is *Super Mario Bros*. Quite why Shigeru Miyamoto, the game's creator and universally lauded as the greatest game developer that has ever lived, hasn't been giving an honorary knighthood by the Queen is a matter of national shame.



Ⓢ The last great 'wow' moment in video gaming? Discuss

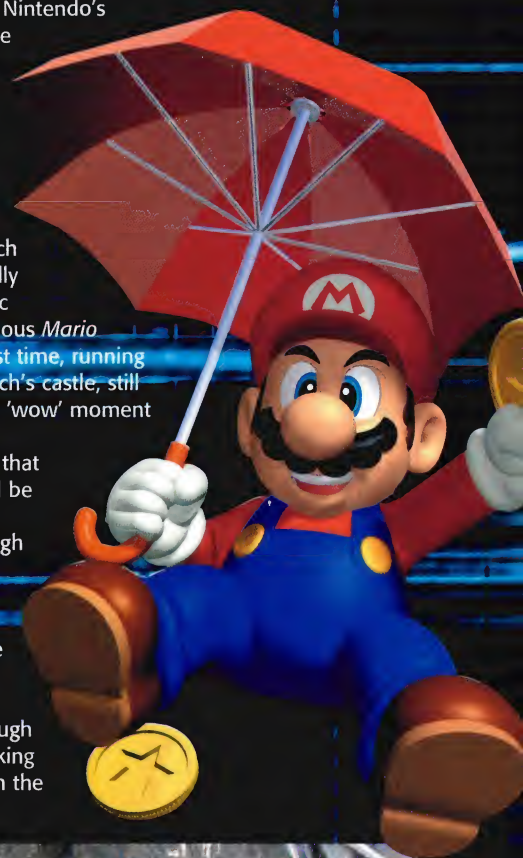
THE 3D PLATFORM GAME

If you're a casual gaming fool, and thankfully if you're reading **CUBE** that means you're probably not, then you probably think that *Tomb Raider* was the first 3D platform game. Well it wasn't. Not only did it come out a full five months after *Super Mario 64*, but the N64's launch classic had been in production for over four years before it was released. That's the time it takes the Earth to revolve around the Sun four times!

Although many people will actually claim they prefer *Ocarina of Time*, in truth *Super Mario 64* still stands as Nintendo's most important and influential game ever. Not only did it create every standard for the genre from scratch, but it still ranks as the best 3D platformer ever made — and that includes its nominal sequel *Super Mario Sunshine*.

Never before, and perhaps never again, has a game offered such innovation and imagination, ironically while still keeping to the same basic gameplay beats established in previous Mario games. Playing the game for the first time, running across the drawbridge and into Peach's castle, still remains the last great jaw dropping 'wow' moment for a generation of gamers.

If you had to pick just one element that impressed above all others it would be the 3D camera — a completely new concept for the game, which although never perfect, still hasn't been improved to this day. In fact it was so good Nintendo patented the camera motion logic so no one else could rip it off. Quite why it didn't reuse it verbatim in *Super Mario Sunshine*, is anybody's guess. Although "because Miyamoto went on a drinking binge and did it for a laugh" is often the first guess for most people.



THE RUMBLE PAK

Imagine the scene in Sony's R&D lab circa late 1996 as a brow-beaten technician runs into the office brandishing a newly bought N64 controller to show fearfully to his boss...

"Mr. Sony-san! Nintendo's controller is totally bonkers crazy! It's got an analogue joystick, which makes it super easy to play 3D games. Our PlayStation controller is ashamedly inferior in comparison!"

(The Sony bigwig takes the controller in hand and prods it while staring at the lowly technician disdainfully)

"You have dishonoured the Sony Corporation, your fellow workers and your family by failing to anticipate this idea. Ritual suicide is the only honourable path."

"But Mr. Sony-san! There is no need for you to commit seppuku, the fault was mine. And by 'mine' I mean my subordinates."

"I do not mean me you fool! Now go and write a poem then cut your belly open to prove how sorry you are, but before you do, get someone else to rip this idea off and add it to our joypads."



↑ Ladies and gentleman — the PlayStation pad. Boo, hiss...

"But honourable leader the only other person that could do this is Maduchi Madamoto and quite frankly I don't think he's up to the job, he's been drinking a lot lately and I fear he'll make a hash of it..."

"Silence! Now go."

(Peace restored to his office, Mr Sony puts down the N64 controller and turns to open a large package on his desk. It turns out to be a copy of *StarFox 64* bundled with a Rumble Pak. Aiming carefully into the next room he manages to fling the strange, battery powered device with unnerving accuracy so that it lands upon the now-prone body of the chief technician. Attached to the Pak is a Post-it note with the words 'You should've seen this coming too!' scrawled upon it.)

← Rumble in the jungle or, more specifically, your hand



FOUR CONTROLLER PORTS

There have been a lot of them, but one of Microsoft's more ridiculous claims for the Xbox is that it's the first home console ever to have four controller ports. Of course, as with a lot of Xbox announcements, nobody was paying very much attention to the bizarre outburst, but anyone who's ever played four-player *GoldenEye* or *Mario Kart 64* (or indeed owned a Dreamcast) will certainly think the claim a little odd, if not call it for the outright lie it is.

It may seem a simple enough addition to any console — after all, various consoles had been using multitaps (which Nintendo, or more specifically Rare, actually invented for the NES game *RC Pro Am*) for ages, usually to up the number of players to four. For some reason it never actually occurred to anyone but Nintendo to install more than two controller ports as standard. And when it did, it immediately gave birth to a flood of classic multiplayer titles, many of which are still at the top of their genres today.

The weird thing about having four built-in controller ports though is that it's the one hardware innovation that Sony never got around to stealing. This is really irritating because, as much as it is fun to mock the PlayStation, it's still got plenty of good games that would've been made even better with a four player mode — not to mention how it must erk developers trying to make multiformat games like *TimeSplitters 2*. But hey, maybe they'll see the light in time for PlayStation 3.



THE C STICK

Compared to previous controllers, the GameCube joypad was more of an evolution than a revolution, but it did have the natty idea of creating a second analogue controller on the right hand side of the joypad. Of course, PlayStation controllers had been laid out that way for years, but their two analogue sticks were clearly placed in the only place they'd fit rather than where was ergonomically desirable. Microsoft must have agreed because when it released its controller, it suspiciously also had a second analogue stick in exactly the same place as the GameCube's. If only it had copied Nintendo's (or indeed anybody else's) button layout as well, instead of getting a blind, deaf and drunk tramp to do it instead.





Z TARGETING

Okay, so Nintendo invented the 3D platformer and camera, but then what? Every two-bit developer starts making 3D games with appalling combat because Nintendo hadn't got round to inventing a decent way of controlling 3D barneys yet. Heavens to Betsy, will these people never create anything themselves?!

The problem with combat in 3D, be it with guns, swords or sharpened watermelons, is that it's very difficult to keep track of an enemy when they can come at you from any direction. You only have to look at something as recent as *Grand Theft Auto III* to see that without a reliable targeting system, 3D combat becomes a potpourri of blind luck and intense frustration.

Before *Ocarina of Time* plenty of developers had toyed with various lock-on systems, but they never seemed to work well enough, either creating the lock automatically then suddenly turning it off without warning, or insisting on focusing on some unarmed combatant 200 yards away while happily ignoring a large pig-man standing on your toes trying to chop you up with an axe.

Ocarina of Time though introduced Z Targeting where you simply pressed and held the 'Z' button (it'll be the left shoulder nowadays) to target an enemy, and let go to stop or switch to someone else. Elegant simplicity, but nobody had tried it before and very few seem to have copied it successfully since. Although that may well be because, as with *Super Mario 64's* Lakitu cam, Nintendo immediately patented the specifics of the system.

This may have learned a few developers not to be so distressingly lazy, but has also had the nasty effect of ensuring few other games have a proper control system for combat. The Lord giveth, and he taketh away.



ONLINE GAMING

It's no wonder that Nintendo is currently highly sceptical about online gaming. After all, it was connecting its consoles to the Information Superhighway back in the 80s in both Japan and the US. Those Nintendo boys, they're so ahead of their time they buy their Christmas cards in June!

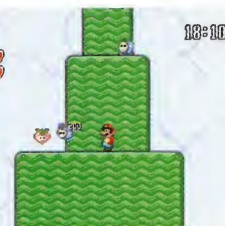
The most successful of these experiments involved the Bandai Satellaview-X which was a modem that fitted underneath the SNES — rather like the subsequent 64DD. Unlike the 64DD though, the Satellaview-X was highly popular in Japan where you could connect the system up to the St Giga satellite TV station between 4 and 7pm to view games news, chat online and download games.

The games were the real draw because many of them were exclusives or special editions of already popular games. You could download most of them onto a re-writable memory cartridge, which slotted into the BS-X cartridge, which in turn plugged into the top of the SNES like a normal cartridge.

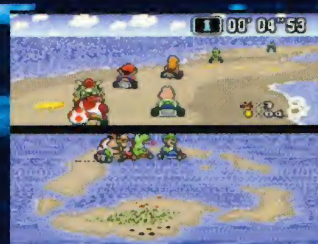
Most of the games were released in installments over several weeks and included such holy grails as a graphically enhanced version of the original *Legend of Zelda*, as well as extra tracks for *F-Zero* and *Excitebike*.

Not only that, but you could play online against virtual friends with those games that had multiplayer modes.

Hilariously all the games were prefaced by the initials 'BS' (for Bandai Satellaview) making *BS Super Mario Collection* one of the rudest sounding games ever (eh? — Ed). The whole affair was such a success that Nintendo was still making games for it right up until March 1999 and only pulled the plug in June 2000. So, when Nintendo says it isn't keen to rush into online gaming, it's because it's done all its experimenting years ago and knows exactly what it's talking about. Not because (as most have assumed) it's a miserable bugger and can't be arsed.



⬆ Back in the day Nintendo's online facility was used to make some of its classic SNES titles ever better

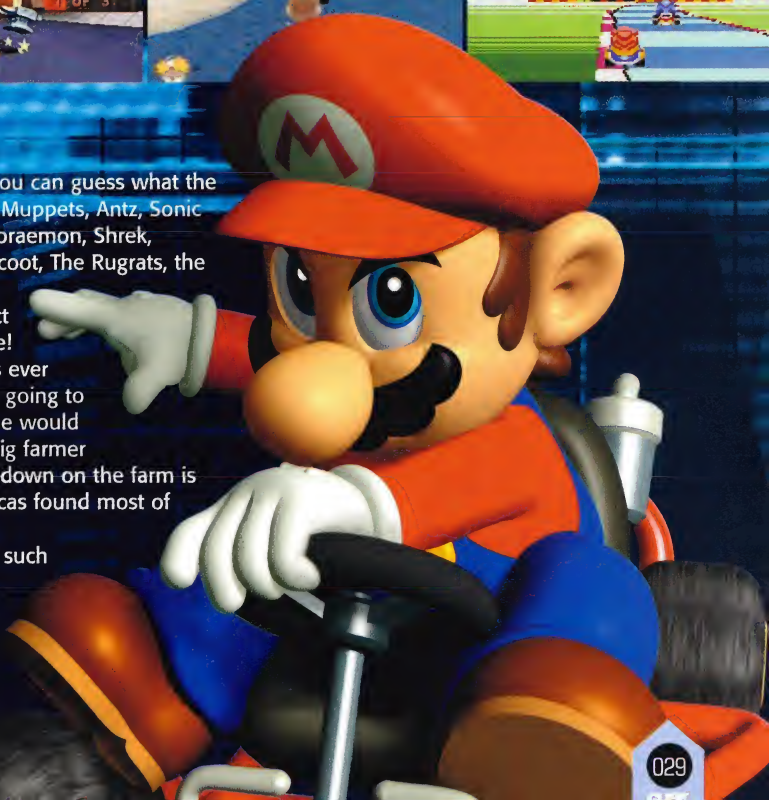


KART GAMES

Considering the non-subtle clue in the title, see if you can guess what the following cartoon characters have in common: The Muppets, Antz, Sonic the Hedgehog, Woody Woodpecker, Diddy Kong, Doraemon, Shrek, Bomberman, Mickey Mouse, Goemon, Crash Bandicoot, The Rugrats, the Wacky Racers, Bugs Bunny, Chocobos, and Jar Jar Binks. Yep, that's right — they've all tried to resurrect their failing careers by starring in a *Mario Kart* clone!

Super Mario Kart remains one of the best games ever made, but if Shigeru Miyamoto had any idea it was going to spawn so many miserable, barely playable clones he would probably have shut up shop and gone off to be a pig farmer somewhere. He didn't, but you get the feeling that down on the farm is exactly where the publishers of these shiftless replicas found most of their programmers.

But hey, it's not *Mario Kart's* fault that it inspired such banality in others and at least we've still got the world's best (or at least most fun) racing game to love and treasure until the end of time. Or until Nintendo gets its finger out and makes a new version for the GameCube — whatever comes first.





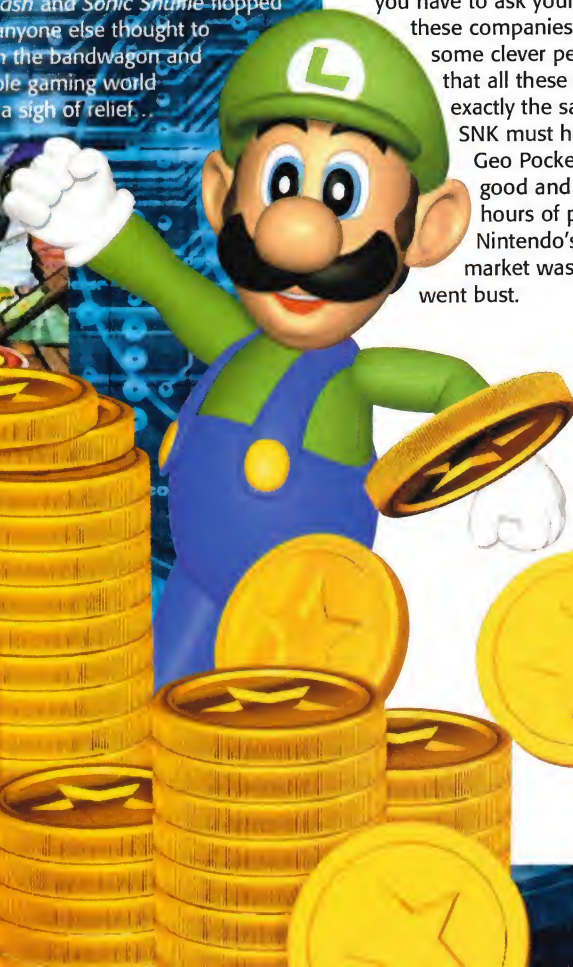
PARTY GAMES

Nintendo did not invent Pin the Tail on the Donkey, nor did they have any hand in the creation of Pass the Parcel. However, it's a little known fact that cheeky banjo-playing game genius Shigeru Miyamoto was the original creator of Spin the Bottle and has used it ever since when selecting dates, wives and senior executives.

Other party games that Nintendo created include Postman's Knock, Musical Chairs and of course, *Mario Party*. Although at least two of its sequels were largely unnecessary, the *Mario Party* games are mostly excellent combinations of traditional board games and simple Game & Watch mini-games. Not that Sony or Sega cared what the hell it was, they just saw a new Nintendo game that they hadn't yet ripped off and

before you could say "get me the cheapest developer on our books" they'd knocked up the rather dodgy *Crash Bash* and the utterly appalling *Sonic Shuffle*.

Before anyone could physically restrain them half the lame-o cartoon characters that had been shoehorned into *Mario Kart* clones suddenly found themselves also doubling up as game counters in such drivel as *Rugrats Scavenger Hunt* and *Tweety & The Magic Gems*. Thankfully though, both *Crash Bash* and *Sonic Shuffle* flopped before anyone else thought to jump on the bandwagon and the whole gaming world heaved a sigh of relief.



THE GAME BOY

If Nintendo had a penny for every failed portable console that had tried to usurp the Game Boy as pocket pal of choice, it would have over five extra pence in its bank account by now. Sega's Game Gear, Atari's Lynx, SNK's Neo Geo Pocket, Tiger's Game.com, Bandai's Wonderswan, the role call of failed portable consoles is a sorry and largely unmourned affair.

What is tragic, from everyone but Nintendo's viewpoint, is that these systems only failed because of one thing — their creators were stupid in the head. The original black & white Game Boy was not an impressive piece of kit. It was big and bulky and the graphics were rubbish. It did have some great games, most obviously *Tetris*, but what really sold over 100 million of the blighters was the fact that it had a battery life that could be measured with the little hand of your watch and not just the big one.

So along comes Sega, fancying a bit of Nintendo's action, and builds the rather impressive Game Gear, which has some cool games and is in full colour, but oh what's this? It has a battery life of less than two hours. Next!

So along comes Atari, fancying a bit of Nintendo's action, and builds the rather impressive Lynx, which has some cool games and is in full colour, but oh what's this? It has a battery life of less than four hours (only one if you're using rechargeable batteries!). Next!

So along comes Tiger... ah, you get the picture. But you have to ask yourself what was wrong with these companies. They must have employed some clever people. Did none of them notice that all these consoles were failing for exactly the same reason? Actually SNK must have because the Neo Geo Pocket was actually really good and lasted for around 20 hours of play, but by this time Nintendo's stranglehold on the market was absolute and SNK went bust.



⬆ Nintendo cornered the handheld market with simple common sense

SHIGERU MIYAMOTO



If the world was a fair one, Shigeru Miyamoto would be as famous as Steven Spielberg or Michael Jackson. He is quite simply the greatest creative genius of the 20th Century (and he's been doing okay the last two years as well). A shy, ugly-looking cove with a bowl haircut, Miyamoto has created everything from *Donkey Kong* to *Zelda* and has had at least a passing hand in (almost) every other major Nintendo hit of the past three decades. He also plays the banjo and likes gardening. But don't let that fool you — he is the God of gaming and you must worship him!

GUNPEI YOKOI



Not nearly as famous as Shigeru Miyamoto (i.e. even his mum needs reminding who he was), Gunpei Yokoi was Nintendo's hardware genius in the early days and created all the basic technology for the Game & Watch, NES and Game Boy as well as giving a hand with the SNES. He also found time to create *Metroid* — the only major Nintendo game that Miyamoto had no real input in. Sadly he left Nintendo after everyone laughed at him for making the flop *Virtua Boy* console. Even more sadly he was killed in a car accident in 1997 after failing to press continue quick enough at the hospital. The world doesn't mourn him, but it bloody well should!

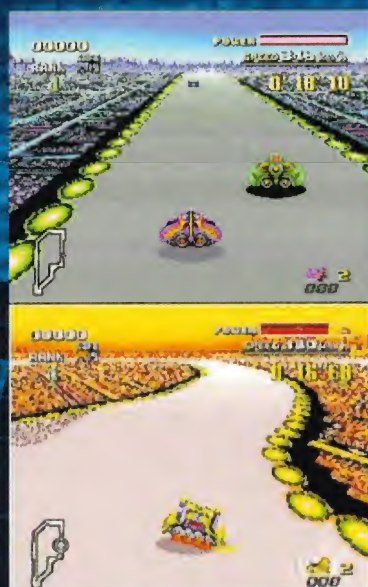


WIPEOUT

Wipeout, yep — that was Nintendo too. As the creators of the original *Wipeout* game freely admit (now that Psygnosis no longer exists and they don't work for Sony), *F-Zero* was, as was fairly obvious to anyone at the time, the original inspiration for the seminal *Wipeout* and, by association, all the other future racing games (or whatever the heck the sub-genre is called) that have ever been.

It seems an obvious idea; creating a futuristic racing game with hovercars and giant futuristic tracks, but up until *F-Zero*, nobody had really tried it. If they did they usually turned out to be entirely abstract concepts like the Amiga's *Powerdrome*. No, *F-Zero* was the first game that looked and played like it could really happen and even if it was bettered in *Wipeout* (or at least the vastly superior *Wipeout 2097*) it was still Nintendo who broke the ground in the first place. With *Wipeout Fusion* being so naff and Sega working on *F-Zero GC*, it looks like the future anti-grav racing crown is coming home to roost.

↑ Younger gamers might think *Wipeout* was the first anti-grav racer



↑ You have to remind yourself just how impressive *F-Zero* was in its day



SYSTEM EXPANSIONS

Just like a glue sniffer at a horse reducing factory Nintendo will try anything once. It's got a long history of trying out new add-ons, not only for its consoles, but also game cartridges. Not many of them got used more than once, or indeed bought more than once, but hey, it's the thought that counts.

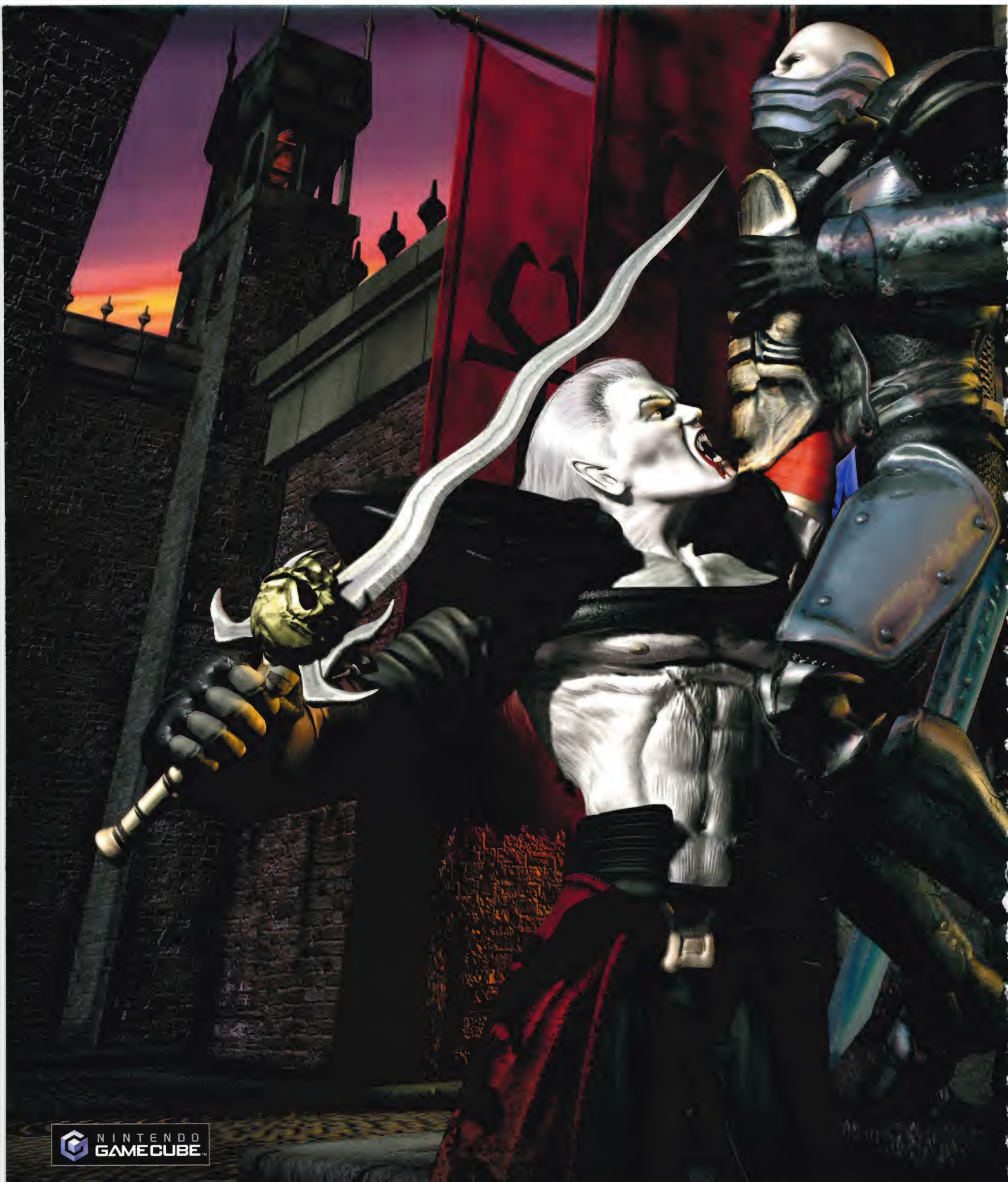
The utter failure of the 64DD seems to have signalled an end to console expansions, but before that Nintendo used to love 'em, particularly in the heyday of the NES when it made everything from a disk drive to a home banking system to a musical keyboard. The SNES had its online expansion too (see elsewhere), as well as a Game Boy adaptor, but otherwise kept most of its hardware add-ons limited to the game cartridges themselves.

The most famous of these was the SuperFX chip which was created by UK developer Argonaut and allowed the SNES to run crude polygon graphics. Crude by today's standards, but back in 1993 it was like some incredible Sci-Fi dream where virtual reality was better than life. In any case it meant classics like *StarFox*, *Stunt Race FX* and *Yoshi's Island* could get made with the latter in particular sporting some cleverly subtle 3D effects in its otherwise 2D world that really couldn't have been done any other way.

Even though it's not using cartridges for the GameCube, Nintendo is still playing the nutty professor with Game Boy cartridges, constantly increasing their capacity and adding little extras like the mini-rumble paks, which featured in *Pokemon Pinball* and

Perfect Dark. Its most impressive experiment though is, without question, *Kirby Tilt 'n' Tumble* (bafflingly never released in the UK) which features a special sensor that allows you to move the rotund Kirby around the screen simply by tilting and flipping the Game Boy. All of which was great fun and the technology is due to make a return with the forthcoming *Roll-a-Rama*. Nintendo-tastic!





*To Behead
Or Not To Behead
That Is The Question*

- Kain



Kain, the most evil video game character of all time, is back to reclaim the land of Nosgoth.



Use your Dark Gifts such as Stealth, Fury and Charm to claim vengeance on your enemies.



Bare-clawed or with weapons, engage your enemies in close combat, then drain their corpses of blood.

BLOOD OMEN 2

THE LEGACY OF KAIN SERIES



EIDOS
INTERACTIVE
eidos.com

www.legacyofkain.com

© Crystal Dynamics, Inc. 2002

Nobody tosses a dwarf

CUBE

INFORMATION

THE LORD OF THE RINGS:
THE TWO TOWERS

PUBLISHER: EA

DEVELOPER: IN-HOUSE

ORIGIN: US

GENRE: BEAT-'EM-UP

PLAYERS: 1

PERCENTAGE COMPLETE



AT-A-GLANCE

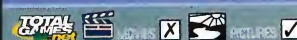
■ 13 LEVELS OF NON-STOP ACTION

■ FIVE BOSS CREATURES

■ NINE ENVIRONMENTS

■ THREE PLAYABLE CHARACTERS

■ AWARD-WINNING MUSIC



RELEASE DATES



And the 'camest fighting stance of the year' award goes to... er, let's call him Toby



THE LORD OF THE RI

Take one mighty film license, add relentless combat and watch the sales soar

RARELY COULD YOU find yourself in a situation where you're raising a finger at Electronic Arts and shouting "ORIGINAL" in a variety of high-pitched and eager squeals. It just doesn't happen, and *The Two Towers* isn't going to change the situation. The film might be beautifully shot, full of memorable characters and longer than the life span of certain flies, but in the game you won't be spending too long admiring the New Zealand countryside or listening to rambling stories of places that don't exist. No, EA has taken the energetic fighting element of the movie and that's what it's bringing to the GameCube. Non-stop combat in a side-ways scrolling beat-'em-up style. Oh, and it is beautifully shot.

You may now find yourself raising a finger and preparing to shout "GOLDEN AXE!" and you wouldn't be far off since that's pretty much what we have here, albeit with a few bells on.

The Two Towers features the main hard men of the film, or rather films, since the

game's continuous fighting action will attempt to mimic scraps from both of them. You'll be able to play as Legolas, Gimli or Aragorn and each has their own strengths and weaknesses. They can however boost their abilities by killing orcs in as stylish a way as possible. It's all about showing off with your blade or bow – the more you do so, the more special attacks you can unlock and, consequently, the cooler you look. This is important since when you're not killing you'll be running. EA has had the courtesy to make sure this non-stop butchery is visually interesting enough to get you past the almost work-like feeling you get from wading through monster after monster, which is nice of them. *The Two Towers* can never be called original, but as long as we don't end up suffering another direct port of the PS2 version, then it will without any doubt look, sound and feel like the best and most violent parts of the movies. Since these were the best bits anyway, you can't really complain.

PREVIOUS

FROM THE MAKERS OF...

JAMES BOND: NIGHTFIRE

■ After *Goldeneye* perhaps we expect too much from Bond tie-ins, but this is a good, if not great mix of genres.

TOTALGAMES.NET RATING: 79%

**"IT'S ALL ABOUT SHOWING OFF.
THE MORE YOU DO SO,
THE MORE SPECIAL ATTACKS
YOU CAN UNLOCK"**

**USING
THE VOICE**

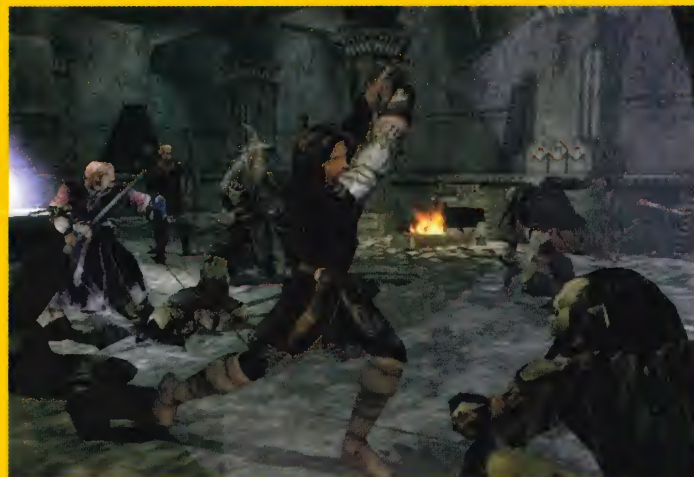
The same actors
who appeared in the film
recorded the voices for the
game's soundtrack which
will add greatly to the
authenticity
of it all

NGS: THE TWO TOWERS

SILVER SCREEN OR DIGITAL DREAM

IT'S ALL ABOUT ATTENTION TO DETAIL

EA might come in for some criticism for turning such a massive film into a simple slasher, but *The Two Towers* will please fans of the films due to its set design. A great deal of time has been spent translating the breathtaking visuals of the movies into the game, even to the point where set designs were used as the basis for the levels. Here we can see Aragorn collecting scalps in The Mines Of Morior. This level is an almost exact copy of the one found in the first film, even down to the cave troll.



⚡ It's not all hack n' slash
y'know. Well, ok it is!



CUBE

□□□□ SAYS...

FIRST IMPRESSION

■ The PS2 version suffered slightly from being incredibly repetitive and somewhat unfair, but made up for this by looking absolutely stunning. The 'Cube version will look slightly better with the basic hack-and-slash mechanic still intact, although minus the two-player mode. Don't expect big surprises though – the final product is looking like a must for fans and something the rest of us could happily rent for a weekend.

CUBE

CUBE

INFORMATION

LOTUS CHALLENGE

PUBLISHER: XICAT INTERACTIVE

DEVELOPER: KUJU ENTERTAINMENT

ORIGIN: EUROPE

GENRE: RACING

PLAYERS: 1-2

PERCENTAGE COMPLETE



AT-A-GLANCE

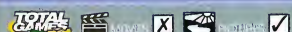
LICENSED LOTUS CARS

38 CARS TO UNLOCK

LOTS OF GAME MODES

STORY MODE

CAR DAMAGE AFFECTS HANDLING



"LOTUS THEMSELVES HAVE INCLUDED TWO CONCEPT CARS, EXCLUSIVE TO THE GAME"



Gentlemen... start your engines!

LOTUS CHALLENGE



Note to self; although pretty, the stripey curbs are not for driving on

Fancy something a little deeper than the usual racer? Maybe you should have a look at this...

THE GAMECUBE, TYPICALLY for a Nintendo console, has a lack of 'real' racing games. Hopefully, this will all change in March when Kuju's *Lotus Challenge* makes its appearance. As well as offering all the usual gameplay modes you'd expect such as single race, championship and multiplayer races, a novel new feature is the challenge mode, which sees you taking control of one of two characters and embarking on an adventure that takes in a variety of different challenges, such as speed matching another car and hill climb races. Not only this but, as the name of the game suggests, there are licensed Lotus cars and a total of 38 motors

to unlock. Car damage also occurs, so if you crash into the rear end of another racer you won't simply bounce off. Your ride will suffer, as will your race. The physics model for the cars has been tested by Lotus engineers and test drivers, so the realism should please simulation fetishists — although, if it's anything like *Ferrari F355 Challenge* on the Dreamcast, you better prepare yourself for a tough workout. Best of all is that Lotus themselves have included two concept cars exclusive to the game. Could it be the souped-up Ladas that were featured in *Top Gear* a few months ago? We can only hope.

CUBE

PREVIOUS

FROM THE MAKERS OF...

FIREBLADE

Fairly playable PS2 update of the old *Strike* formula and coming to the 'Cube very soon. Check out last month's preview.

TOTALGAMES.NET RATING: 70%



I HAVE CONTROL

WHO NEEDS A WHEEL?

A unique feature of *Lotus Challenge* is the way you steer the car. You can go the usual route of using left and right on your stick to go in the corresponding direction, but interestingly, you can also choose to 'turn' the stick clockwise, or counter-clockwise, to simulate steering. Initially a little strange, it soon becomes totally natural and makes you wonder why it's never been done before. Nice to see a little originality these days!



Do you remember when Lotus were a force in F1? Neither do we



SUPERFLY

STUNT AND GRIND

It may keep four wheels firmly on the ground for the most part, but *Lotus* doesn't turn its nose up at a bit of fun. In challenge mode you won't just be racing other cars on the stopwatch. Oh no, you'll also be doing timed hill climbs in the Alps, racing through traffic to avoid the snap-happy paparazzi, jumping buses and taking part in a tyre adverts? If you remember the Dreamcast racer *Viewpoint*, you'll know how addictive these sort of challenges can be, and the extra competitive element they add to the game.



All the thrills of being a daredevil and none of the broken bones



CUBE

SAYS...

FIRST IMPRESSION

With such interesting features as the control method and the challenge mode, *Lotus* is aiming to take the best out of games such as *Need for Speed*, *Stuntman* and *Viewpoint* and mix up the ideas to create a hybrid of different driving genres. How well this will work remains to be seen, but as usual you'll be the first to know.

Killer Queen, dynamite with a laser beam... perhaps



SUMMONER: A GODDESS REBORN

CUBE

INFORMATION

SUMMONER: A GODDESS REBORN

PUBLISHER: THQ

DEVELOPER: VOLITION

ORIGIN: US

GENRE: RPG

PLAYERS: 1

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL FROM MOVIES X PICTURES

TBA TBA Q2 '03

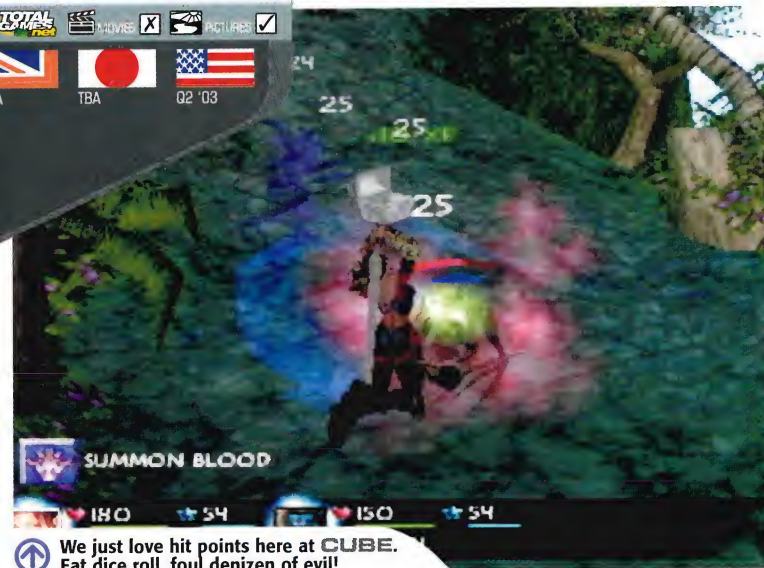
Wanna be startin' Summoner...

THE RPG IS one of the most clichéd and hackneyed genres around, yet still one of the best selling. The makers of *Summoner: Goddess Reborn* are safe in this knowledge, as is evident from their lack of any attempt to build on the format whatsoever, sticking as they do to random battles, sylph-like females, hit points, spells and unpronounceable place names.

Originally a PS2 launch title, *Summoner*, whilst acclaimed in terms of narrative, was lacking technically and graphically. For the follow-up though, we're promised not just improvements in these areas, but an ability to control

in real time three characters (à la *Secret of Mana*), elemental-based transformations (see later) and of course, given the genre, the fulfilment of your destiny. Apparently as the Queen of Halassar you are a reborn Goddess and the saviour of all creation. For those not familiar with the ways of 12-sided dice and role-playing fare, this means that, through a scripted plot line, you'll traverse multiple fantasy worlds, hack, slash, and turn into a range of blood, eye, tree and sand-related characters. In doing so, you'll advance your stats and neglect your social skills. Strange as it may seem, and unlikely as it is to impress girls, there are those among us who can't wait to start summoning...

CUBE



↑ We just love hit points here at CUBE. Eat dice roll, foul denizen of evil!



⤴ Quite impressive, but if these guys were really cool they'd be high-fiving

⤴ You want to put a scarf on love — you'll catch a terrible chill down there!

I want to ride my bicycle, I want to ride my bike

CUBE

⦿ INFORMATION

ATV QUAD POWER RACING 2

PUBLISHER: ACCLAIM

DEVELOPER: CLIMAX STUDIOS

ORIGIN: UK

GENRE: RACING

PLAYERS: 1-2

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL FIVE MOVIES X PICTURES ✓

UK JPN USA
FEB 03 TBA TBA



ATV QUAD POWER RACING 2

Four wheels good, two wheels bad...

AS A PUBLISHER Acclaim has had something of a hit-and-miss success rate of late. One month it's handing us the very competent and enjoyable Z-axis-developed *Aggressive In-Line*, the next it's sullyng our console with the likes of the in-house coded and bizarrely over-hyped *Turok Evolution*. It's with mixed

emotions then that we report on *ATV 2* which is crafted by Climax Studios who also cobbled together the likes of *Robot Wars* and *Spongebob Squarepants: Supersponge*.

The original *ATV* was something of a sleeper hit on PS2 in as much as not many people played it, but those who did thought it was all right. The cunningly named *ATV 2* is the sequel, and as you'd imagine it's bigger and

better looking, but if you didn't play the last version that's rather by the by. What you can expect is an arcade-style quad bike carve up, 17 tracks of grass, sand and mud, numerous tricks to perform, a little aggression to be vented (you can kick other riders off their quads) and a neat gameplay twist where you're rewarded for pulling off tricks during races with new bikes and outfits. Full review next issue.

CUBE



"THE ORIGINAL ATV WAS SOMETHING OF A SLEEPER HIT ON PS2"



⤴ Quad bike — derived from the latin *Quadius Bicus*, meaning to zoom about in tight-fitting clothes

An adventure-sports game? Okay...



Supernatural, rock 'n' roll micro-scootering? Sounds utterly plausible...



WHIRL TOUR

More fun than you can shake a motorised scooter at



WITH TWO VERSIONS of *Tony Hawk*, *Aggressive Inline*, *Sean Murray*, *Kelly Slater*, *Matt Hoffman* and *Dave Mirra* all gracing the GameCube, you have to wonder whether we really need another extreme sports title quite so soon. That's probably why Vivendi has gone for a slightly different approach with *Whirl Tour*. Set in a fantasy world of ghouls, goblins and bosses, you initially play the game as Wasa B, roadie for a band called Flipside who've been kidnapped by some random evil person. Damn those evil people. Now you're going to have to jump on a Micro Scooter and pull off all manner of bizarre tricks in order to get to the next themed level.

There are eight levels in all and you can eventually control all the members of the band. Naturally the game has its fair share of bonuses and secret levels but at the moment there really isn't much to get excited about.

CUBE

"YOU HAVE TO WONDER WHETHER WE REALLY
NEED ANOTHER EXTREME SPORTS TITLE"

CHEATS • TIPS MAPS • CODES & EXPERT GUIDES!



CHEATS • TIPS • SECRETS • GUIDES AND PASSWORDS

CUBE SOLUTIONS

THE UK'S NO.1 GAMECUBE TIPS MAGAZINE ISSUE 05

COMPLETE SOLUTION

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- ✓ ALL THE WEAPON UPGRADES
- ✓ ALL THE SECRETS REVEALED

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WALKTHROUGH
ETERNAL
DARKNESS
FULLY
MAPPED!

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- WWE WRESTLEMANIA X8
- ROCKY
- SEGA SOCCER SLAM
- SHOX
- GOOZILLA
- SCOOBY DOO



- 132 pages packed full of GameCube goodness!
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- Massive full solutions for the best games!
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ISSUE 5
OUT
NOW

FEATURING COMPLETE SOLUTIONS TO...
MEDAL OF HONOR FRONTLINE
STARFOX ADVENTURES ● ETERNAL DARKNESS

THE UK'S ONLY DEDICATED GAMECUBE SOLUTIONS MAGAZINE

Cop Killer?

"INITIAL IMPRESSIONS ARE THAT DTR IS VERY MUCH LIKE MAX PAYNE"

CUBE

INFORMATION

DEAD TO RIGHTS

PUBLISHER: EA

DEVELOPER: NAMCO

ORIGIN: US

GENRE: SHOOT-'EM-UP

PLAYERS: 1

PERCENTAGE COMPLETE



AT-A-GLANCE

■ FIFTEEN SCENARIOS

■ BULLET-TIME

■ CONTROLLABLE CANINE ACTION

■ RHYTHM MINI-GAMES

■ UNLOCKABLE DE-ARMING MOVES

TOTAL EASY MODE MOVIES X 25 MINUTES

UK JPN USA

TBA TBA OUT NOW

⬆ Duck if you like, but he's hardly going to miss from that distance...

DEAD TO RIGHTS

One man and his dog...

THIS IS YOUR chance to play not so much a good cop turned bad as a hard-boiled and bloody livid felon hell-bent on vengeance. Having found his father murdered in the opening scene, K9 policeman Jack Slate (that's you) goes after who he thinks is responsible only to end up (by the third level) framed for a crime he didn't commit, in the clink and awaiting execution. Bring on literally hundreds of low-life adversaries all ripe for a cap in the derriere and a bad lieutenant who's only too happy to oblige. In fact it's the body count (or rather the way you go about racking it up) that's *DTR*'s main selling point.

Initial impressions are very much like *Max Payne*. A central theme after all is your ability to bullet-time arc through the air whilst pumping your adversaries full of hot lead. Unlike *Max Payne* though, Jack has an

auto targeting system and a few other neat tricks up his sleeve – like his dog. Periodically during play you'll be able to take control of the faithful Shadow who can get to areas Jack himself can't.

Jack also has some very slick disarming and human shielding manoeuvres. By simply pressing 'B' when in close proximity to adversaries, he'll grab them from behind and use them as a human shield whilst still able to fire over their shoulders. In a similarly underhand fashion, enemies can be relieved of their guns in a slow-motion flurry of twisted arms, resulting in a bad guy shooting himself in the back of his head with his own gun!

As you've no doubt guessed, *DTR* is a pretty brutal game, but underlying this thuggery is a central character with balletic panache, access to a vast armoury, and a dog that puts Lassie to shame. For these reasons and more, it's certainly one to look forward to.

CUBE

PREVIOUS

FROM THE MAKERS OF...

SOUL CALIBUR II

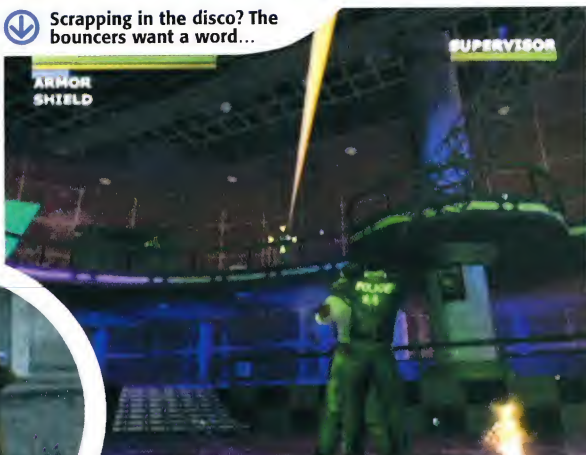
Whereas *DTR* was developed by Namco's American coders, this title is Japanese-written and should be very, very good.



TOTALGAMES.NET RATING: N/A

⬇️ Scrapping in the disco? The bouncers want a word...

ARMOR SHIELD



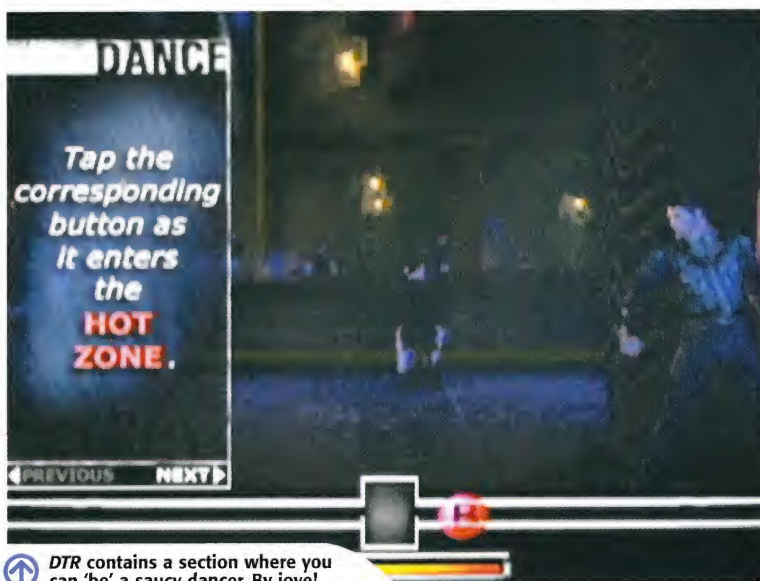
MAN'S BEST FRIEND

Your obedient hound Shadow will, at the press of a button, steal the guns from armed adversaries or sniff out bombs.

RHYTHM GAMES

IT'S ALL IN THE TIMING

Throughout *Dead To Rights* there's a varied selection of mini-games. The one pictured here is a Bemani-lite exercise in keeping time whilst a stripper dances. Similarly, whilst in prison, there are more timing-based challenges that see you arm wrestling, hitting the speed bag and lifting weights. Director, Andre Emerson has stated that for the GameCube version the extra development time has allowed many of these challenges to be enjoyed as optional extras rather than mandatory exercises in button bashing.



⬆️ *DTR* contains a section where you can 'be' a saucy dancer. By jove!



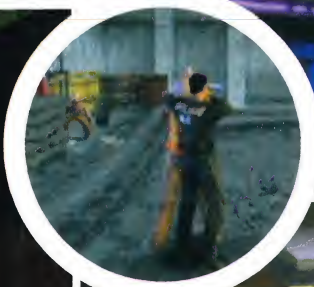
CUBE

□□□□ SAYS...

FIRST IMPRESSION

■ In a rare move that we hope to see emulated for all ports, Namco has assured us the GameCube incarnation of *DTR* will be improved to include selectable difficulty levels and a smoother learning curve. Similarly, the auto-targeting, camera modes and hand-to-hand combat will also be tweaked for the 'Cube version. Which is nice.

CUBE



⬇️ The impending blood-shed is strangely satisfying.

TOSS AND SHOOT

Press **A** to shoot the canister.

FIERY CHARACTER

LORDY, THIS JACK'S A SLICK SHOOTER!

Along with his wall-hugging, hostage taking and *Matrix*-style s-l-o-w jumps, Jack Slater is also a bit nifty when it comes to shooting things mid-air. Scattered around many levels are fire extinguishers and other explosives which, when lobbed skywards in the

vicinity of a group of enemies, can prove deadly. If you're faced with a glut of bad guys, just chuck a combustible their way, target the flying incendiary you've just launched and shoot it. The result: a fireworks-like explosion of claret and a nice warm feeling inside. Ahh, lovely.

CUBE IN-DEPTH



CUBE

INFORMATION

TOM CLANCY'S SPLINTER CELL

PUBLISHER: UBI SOFT

DEVELOPER: UBI SOFT MONTREAL

ORIGIN: CANADA

GENRE: STEALTH-'EM-UP

PLAYERS: 1

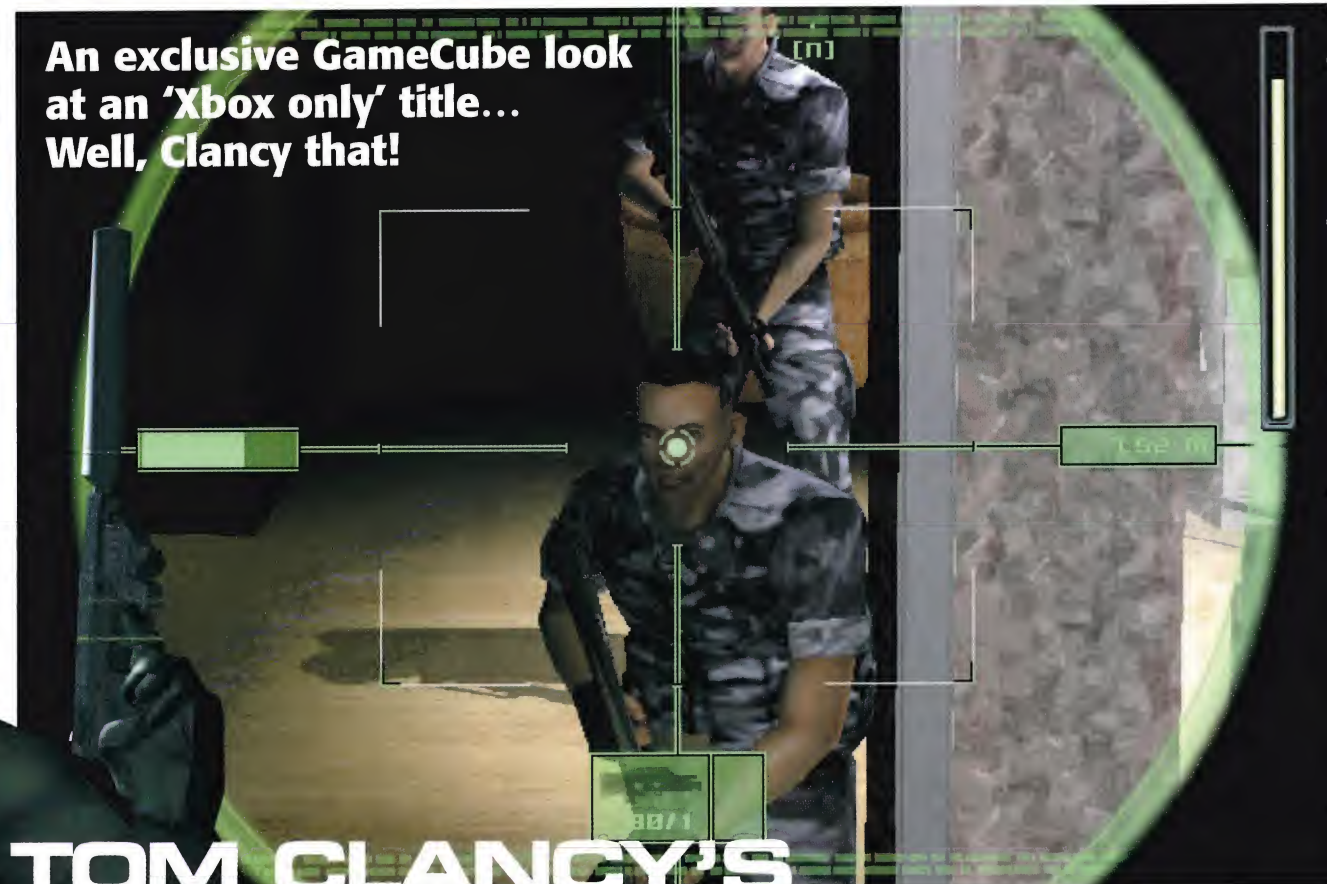
PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES MOVIES X PICTURES

MAR '03 TBA MAR '03

An exclusive GameCube look
at an 'Xbox only' title...
Well, Clancy that!



TOM CLANCY'S SPLINTER

PREVIOUS

FROM THE MAKERS OF...

WORMS BLAST

Developed by Team 17 and published by Ubi Soft, this multiplayer action-puzzler is very addictive and playable.



TOTALGAMES.NET RATING: 78%

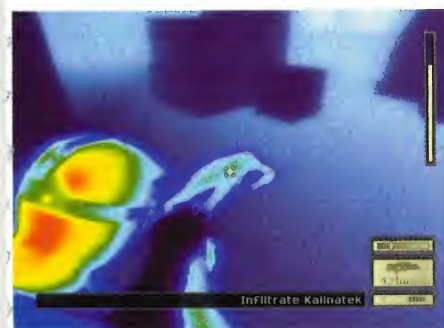
NO, YOU'RE NOT hallucinating — *Splinter Cell* is coming to the GameCube! Oh yes. In fact Ubi Soft (so it tells us) will have its acclaimed stealth masterpiece on the 'Cube and in the shops by March — that's a mere two months from now! So then, would you

like a briefing on the Xbox's fastest selling title, the ECTS Game of the Show and the title that received numerous fawning reviews from the videogame press? Yeah, we thought you might...

As you'd expect from a Tom Clancy-endorsed game, *Splinter Cell* revolves around events in an imagined and futuristic geopolitical landscape. Matching

this dour and serious tone is your character, Sam Fisher. Recruited by the US National Security Agency to join the Third Echelon, Sam is ex-CIA, an ex-Navy SEAL and a full time breaker of balls. The Third Echelon — the game's original title — is a new and deeply clandestine, intelligence-gathering sub agency. As an operative of this outfit, you're initially sent to Georgia

"YOU WORK ALONE, EXECUTE WITH EXTREME PREJUDICE, EXIT WITHOUT A TRACE AND REDEFINE WHAT IT MEANS TO BE STEALTHY"



CELL

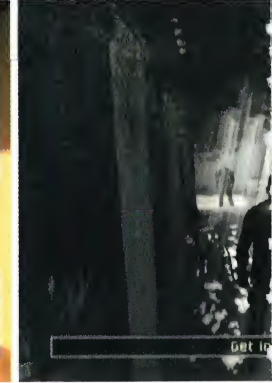
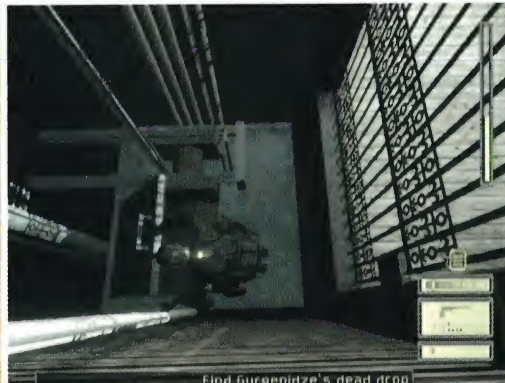
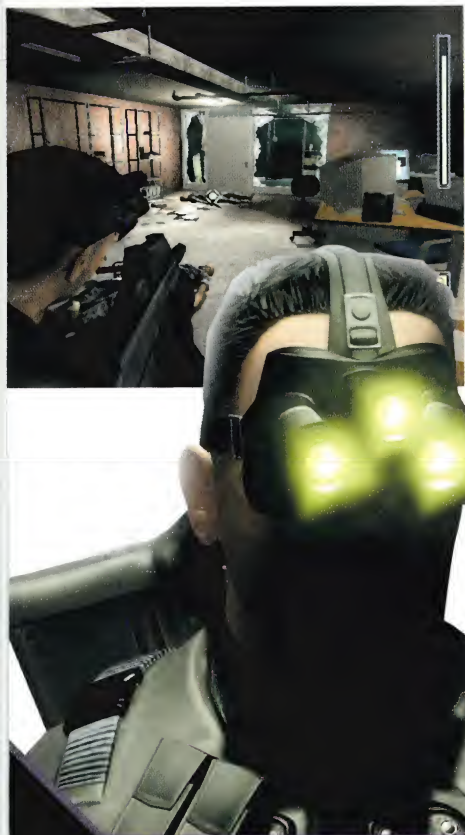
to investigate the vanishing of two CIA agents.

However, as a Black Ops operative you won't be turning up badge in hand and armed with a notepad. Instead you work for the more shady side of the government where your superiors will disavow knowledge of your existence if

you're caught and in every mission you walk a thin line between terrorist and sanctioned assassin. Fulfilling this role requires that you work alone, execute with extreme prejudice, exit without a trace and, in effect, redefine what it means to be stealthy. A walk in the park for the **CUBE** team then...



Walking, swinging, leaping – my, how terribly versatile you are



STEALTH n.

1. The act of doing something slowly, quietly, and covertly in order to avoid detection
2. Secretive, dishonest or cunning behaviour or actions
3. *Splinter Cell*

It is no exaggeration to suggest that *Splinter Cell* is as much a defining landmark in stealth-based action shooters as *Metal Gear Solid* was when it first appeared back in 1998. Yet whilst

Hideo Kojima's masterpiece was lauded for its storyline, gadgets and gameplay, *Splinter Cell* outdoes both the PSOne original and its 'interactive movie' sequel. In fact, Kojima-san has stated his regard for Ubi Soft's stealth-'em-up, noting that there are elements of *Splinter Cell* that Konami wanted to put into *MGS2* but couldn't due to time constraints.

However, such comparisons to other games don't do *Splinter Cell* justice. Whereas *MGS* encouraged wily and covert play, *Splinter Cell* demands nothing less than a near superhuman

ability to sneak, neutralise enemies, gather reconnaissance and not get caught. Thankfully though, as is the trademark of Tom Clancy titles, you're armed with equipment that makes James Bond look archaic, and have agility that would shame an Olympic gymnast. Yet your greatest asset in playing *Splinter Cell* is not your futuristic military grade assets or Spider-Man-like dexterity, but your mind.

If you don't immerse your brain in the locales, intelligence supplied via your sub-dermal (read: Codec a la

WELCOME TO TRAINING DAY

LEARN THE ROPES

Before you join the Third Echelon your superiors quite sensibly want to check that you're still up to the job. What follows is a training scenario that introduces your abilities and espionage techniques in a tutorial style. There are a wide variety of moves you'll need to learn before you can start stealthing — here are some of the basics (and not so basics) you can expect to use on your missions:



■ It begins with what is essentially an obstacle course designed to teach you the various moves available. Despite the wide range of abilities, they all ultimately become quite intuitive.



■ This is one of your more specialised moves, performed by first jumping against a wall and then double jumping away from it into this groin-mocking position.



■ Cameras play a large role in *Splinter Cell*. This one needs to be shot but there are others cased in armour meaning you'll need to scurry past them when they're not pointing your way.



■ Using the lockpick requires moving the analogue to find a rumble spot and then carefully holding that position when you've found it. Doing so unpicks the lock's tumbler mechanism.



■ Throughout the game your powers of persuasion (generally shaking the unhelpful by the throat) have many uses. Here, we kindly ask this gent to present his eyeball to a retina scanner.

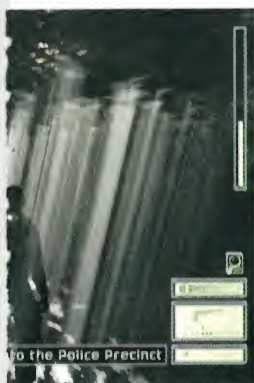


■ In real-life missions you'll learn that adversaries don't take kindly to finding their comrades face down and unconscious. Avoid this social faux pas by hiding the evidence.



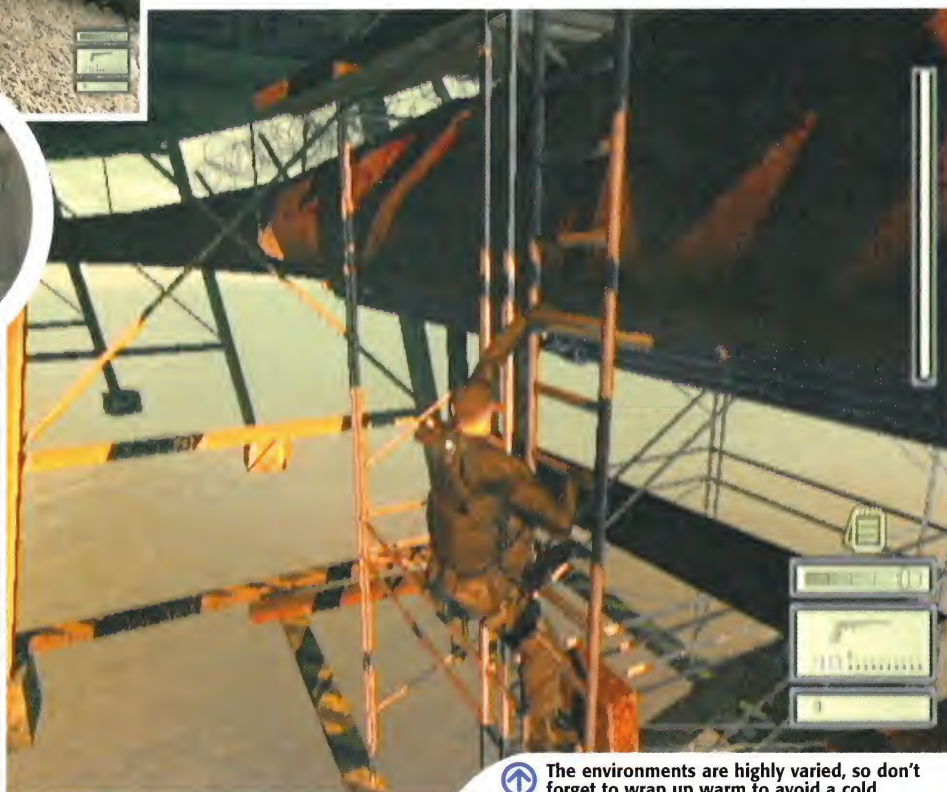
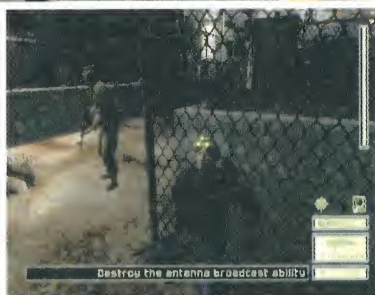
■ A test of your twinkle toes here as you need to traverse the room without making a sound. Avoid clattering the hanging metal chains and crunching your way over the shards of broken glass.

"PUBLISHERS NO LONGER VIEW NINTENDO'S MACHINE AS A KIDS-ONLY PLATFORM"



MGS) receiver and the need for covertness at all times then, quite simply, you'll snuff it. In every scenario, be it the Chinese Embassy, CIA headquarters or even in a morgue, you continually need to think about staying in the shadows, remaining unheard and always being hidden.

Although you work alone, the game soon reveals ever-present secondary characters affecting every peek round a corner, each zip wire landing in fact every single movement and inflection that Sam makes. These characters are light and sound.



HANDS ON

HOW DOES IT HANDLE?

ANALOGUE STICK

- Movement

D-PAD LEFT

- Activate/deactivate night vision

D-PAD RIGHT

- Activate/deactivate night vision

L TRIGGER

- Secondary fire

R TRIGGER

- Use item/gadget/fire

C-STICK

- 360 degrees camera
- Aim crosshair

A BUTTON

- Action button
- Open doors/investigate surroundings

B BUTTON

- Aim

X BUTTON

- Crouch

Y BUTTON

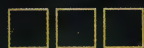
- Jump



The environments are highly varied, so don't forget to wrap up warm to avoid a cold

CUBE IN-DEPTH

IN THE
CUBE
WITH...



DOMITILLE DOAT

NAME: DOMITILLE DOAT
POSITION: PRODUCER
COMPANY: UBI STUDIOS SHANGHAI

CUBE: With *Splinter Cell*, what would you say your gaming inspirations are?

DD: Many games inspired the *Splinter Cell* team, but our goal was to make a new genre with gameplay closer to the *Thief* series and the *MGS* series. However, our main objective was not to make an "MGS-a-like." We really pushed the realism details in the visuals and the storyline. We used the cinematic parts differently. In *Splinter Cell* they are only here to serve the storyline and are not used extensively. The game also offers a freedom of action that is new to the genre.

CUBE: Does it really make a difference that you have the Tom Clancy license? Could you have made the game just as well without it?

DD: The Tom Clancy universe is very credible because all stories occur in a very close future starting with the premise of our actual living world. All conflicts around the world currently happening are the basis of his inspiration and Clancy is inventing a plausible ending... usually dramatic. Typically, Clancy's environment is made with a strong geo-

political and military conflict, with high-tech gadgets and communication devices, inspired by existing material in development in the US army, with a big terrorist threat and with a hero who gets involved and needs to save the day.

These ingredients were perfect to create previous Clancy games and were a great inspiration to build *Splinter Cell*. Intensity, realism and stressed action are still part of the game, but the implementation in *Splinter Cell* is different than previous titles. We wanted to create a new kind of crisis that justifies the creation of a new special force: a solo agent supported by a small group of strategists. Tom Clancy's expertise in weaving a great story adds very important tension to the *Splinter Cell* experience.

CUBE: How is the GameCube version coming along – have you come across any problems?

DD: The GameCube is powerful so it can handle the superior graphics that *Splinter Cell* requires along with lighting and shadow effects. There have been no problems yet.



I SPY... A SPY

WEAPONS OF MASS DISTRACTION

Some of the weapons and gadgets featured in *Splinter Cell* don't exist in the real world. One such example is the Sticky Cam which, when fired into a room, can give you an undetected and unhindered view of events. You can also

set it to whistle as a distraction and then when your enemies investigate, press a button to give them a face-full of sleeping gas! Hopefully, they'll be in the shops in time for Christmas.



"IT'S NO EXAGGERATION TO SUGGEST THAT SPLINTER CELL IS A DEFINING LANDMARK IN STEALTH-BASED ACTION SHOOTERS"



BATTLE STATIONS

REALITY TV

In between each level (there are nine in total) you'll get a CNN/News 24 style synopsis of world events. Although you won't see yourself in the background turning 'ello mam' to camera, you'll see reports of events in which you find yourself involved. This reportage style of relating plot developments is a very neat immersion trick, adding to what is already a spectacularly realistic game.



SNEAKY PEEK

Instead of barging through unopened doors like a cow with a sore head, you can push the door slightly open to see inside without getting instantly spotted.



⬆ You might look daft in your goggles but you'd be stuck without them. Function above style

From infiltrating security strongholds, to interrogating enemies and even checking adversaries' emails — all of these actions must be done under cover of darkness and as silently as possible. So important is light that, not only does the game render a sumptuous spectrum of luminosity throughout its locales, but there's also a permanent on-screen gauge of your visibility. In fact, throughout *Splinter Cell* your mind will need to be alert, not just to the danger of being discovered, but also how to best use your environments and gadgets.

It's this cerebral aspect of *Splinter Cell* that — obvious graphical wonders aside — makes it such a potentially

brilliant experience. For example, although supplied with gadgets and advice from HQ on mission objectives, there's never a blatant prompt to go about your tasks in a set manner. This ensures that in all situations you're free to tackle events as you see fit. Therefore use of your gadgets and an appreciation of their abilities is essential. Need to discover a key code but can't see what numbers were pressed? Then use your thermal vision to check heat signatures on recently touched keys. Even better, clear a heavily armed room by shooting a fish tank and then zapping the soaked floor to electrocute any enemies unfortunate enough to be standing on it. There's nothing about this game to

back up the preconceptions of what makes a typical GameCube title.

In fact Ubi Soft's decision to bring its ultra-realistic flagship title to the 'Cube speaks volumes for how publishers no longer view Nintendo's machine as a kids-only platform. If sales of *Splinter Cell* go well (and they damn well should), then don't be surprised to see many more games cropping up on the 'Cube that you might not have thought possible a few months ago.

CUBE

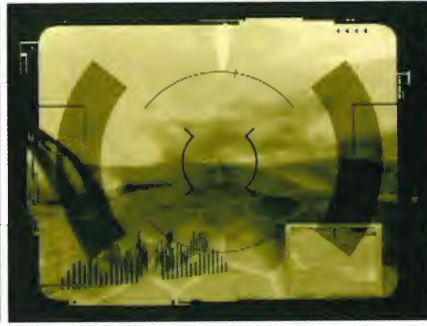
CUBE

□□□□ SAYS...

FIRST IMPRESSION

■ We've known about the impending arrival of this game for ages and been dying to tell you about it, but thanks to signing non-disclosure agreements, we couldn't utter a word for fear of being sued, or perhaps shot as we slept. Thankfully though, the secret is now out — *Splinter Cell* is coming to the GameCube. With Capcom's recently announced 2003 line-up and Nintendo's first and second-party games coming into their own in the new year, *Splinter Cell* is shaping up to be yet another great addition to an increasingly diverse and potentially sensational year for the GC faithful.

CUBE



PREVIOUS

FROM THE MAKERS OF...

RESIDENT EVIL REMAKE

■ Tension, fear, sublime graphics and a sprawling adventure. Think you know *Resident Evil*? Think again...



TOTALGAMES.NET RATING: 92%

Capcom stakes its claim on your overdraft



PRODUCTION

IN THE LAST issue we broke the news that Capcom had set up one of its studios as a GameCube-dedicated development resource centre. Production Studio 4 has initially been set up as a five-team outfit and is currently concentrating on five titles. The entire studio is headed up by *Resident Evil*'s head-honcho, Shinji Mikami.

At this early stage he won't say a word about his current projects, but he had some interesting things to

say about his recent past, so naturally **CUBE** was there listening intently. You can check out what he had to say on page 53.

The five teams at Production Studio 4 are working on five very distinct titles. Ranging in their experience from *Fire Pro Wrestling*, to *Devil May Cry* and *Resident Evil*, there's a vast amount of talent within that building. This talent is being combined with over two years of GameCube development knowledge, having created the gorgeous *Resident Evil Remake* and *Resident Evil Zero* as well as *Capcom Vs SNK 2: EO*. This knowledge encompasses 2D and 3D rendering,

"WHAT WE'VE SEEN IN RESIDENT EVIL ZERO IS KID'S STUFF — THE NEW LINE-UP PUSHES THE HARDWARE SO MUCH FURTHER"



052 VIEWTIFUL JOE



Old-skool gameplay meets gorgeous visuals

053 PRODUCT NO 03



Samus' competitor for well-ard bird of the year

054 DEAD PHOENIX



WHO NEEDS PANZER DRAGON WHEN YOU'VE GOT THIS?

055 KILLER 7



Can violence be stylish? Capcom proves the point

056 RESIDENT EVIL 4



Survival horror taken to a whole new level

N STUDIO 4

graphical distortions over 2D and 3D renders, FMV, FMV superimposed over 2D and 3D backdrops, and realistic facial animation. What we've seen in *Resident Evil Zero* is kid's stuff — the new line-up pushes the hardware so much further. Just a glance at *Biohazard 4* and *PN03* shots will blow you away, but that's nothing next to seeing them in action. *Dead Phoenix* probably comes out the worst in screenshots but don't be put off. Like *Legend of Zelda*, the game shines when you see it running. *Viewtiful Joe* drags you back to the old-skool of gaming. The formula may appear aged, but the side-scrolling beat-'em-up action has

been brought punching and kicking into the 21st Century. Then there's the wonderful *Killer 7*. All the raw violence, intrigue and style of a great Manga detective film, crammed into one of the most stylish looking games you'll see. Hopefully the playability will be up to the same standard... fingers crossed.

The main difference this month from last is that we've managed to get our hands on a trolley-load of amazing new footage of the games in action, enabling us to bring you the most in-depth coverage that you'll find anywhere. Read on...

CUBE

IN THE CUBE WITH...



SHINJI MIKAMI

POSITION: HEAD OF PRODUCTION STUDIO 4
COMPANY: CAPCOM

CUBE: *Biohazard Zero* is a very important part of the *Biohazard* series. Were you ever tempted to take on the project yourself?

SM: To tell you the truth, I was very busy working on other on-going titles and could not get involved that much with the production of *Zero*.

CUBE: Have you had much input in the creative side of *Biohazard Zero* or is it purely being handled by Minami-san?

SM: I advised the creators how to make alterations to some of the characters, consulted on the design of the enemies and also changes to graphical background tones. Other than these points, most of them were done by Mr Oda, the director of *Zero*.

CUBE: What do you think of *Biohazard Zero*? Would you have created the game any differently?

SM: I would have created the game in a totally different way. If I was to direct this title, I may have focused on showing how each of the STARS members die one by one in the story and narrate it through a third person.

CUBE: What do you think of the partner-zapping feature? It certainly makes for a different tactical approach than *Remake*. Which do you prefer?

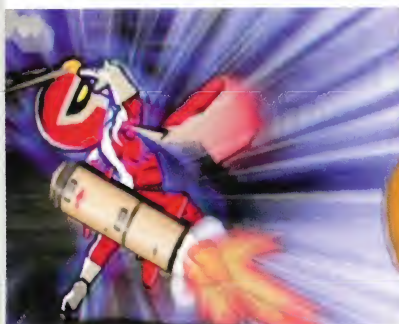
SM: I think *Zero* is like 'Home Sweet Home.' Personally, I prefer *Remake*.

CUBE: The *Biohazard* series has slowly gone from being a very scary experience to more of an action-based game. What direction do you think you'll take with the next installment?

SM: I'm now directing *Biohazard 4* which is being developed by my studio and this title is mainly focused on fear and horror.

CUBE: It must be very hard to come up with new ideas after so many *Biohazard* games. Where do you look for inspiration?

SM: I can't really say, since each director has different inspirations for each title. However, taking this series as a whole, from a personal perspective, directors tend to take new games in an opposite direction to the style of the previous title.



Dragon Ninja on speedballs and the 21st century's first true superhero



CUBE

INFORMATION

VIEWTIFUL JOE

PUBLISHER: CAPCOM

DEVELOPER: PRODUCTION STUDIO 4

ORIGIN: JAPAN

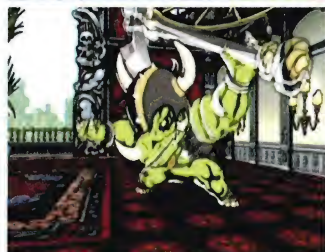
GENRE: SIDE SCROLLING
BEAT-'EM-UP

PLAYERS: 1

PERCENTAGE COMPLETE



Q3 '03 MAR '03 Q4 '03



"The name's Joe... Viewtiful Joe!"

VIEWTIFUL JOE

IF THE MAN behind *Resident Evil 2* and *Devil May Cry* told you that he was working on a new game, this is the last thing you'd expect. Listening to Hideki Kamiya explaining the thought behind the game is even stranger. Joe is just your average guy (the fact that he looks like Fred Durst makes him about as average as you can get) but he holds a hidden secret; he can turn into a superhero. His superhuman abilities allow him to perform 'viewtiful' moves, ie they are both beautiful to look at and they change your viewpoint on the game. Essentially this is a side scrolling beat-'em-up. The characters are modelled in 3D but they're cel-shaded to appear 2D. This allows them to fit into the 2D world around them but also allows the camera to zoom in, out and around them without any problems.

There are three main modes to the gameplay. 'Slow' puts all the action in slow motion allowing you more time to place your attacks in a tricky situation. Then there's the opposite. 'Zoom In' speeds things up and all attacks will pack an impressive punch.

Joe also has a whole host of other moves. There are combos, juggles and launches as well as the ability to evade projectiles. All of this is presented with the most lavishly crafted pseudo-2D backdrops. It looks better than a cartoon and the lack of 3D backdrops has allowed the team to stick up to ten enemies on the screen at once. The action can get pretty hectic too, so you'll need to master those special abilities.

CUBE



"PNO3 APPEARS TO MIX ELEMENTS OF TIME CRISIS, TOMB RAIDER AND METAL GEAR SOLID"



PRODUCT NO 03

CUBE

⌂ INFORMATION

P.N.03

PUBLISHER: CAPCOM

DEVELOPER: PRODUCTION STUDIO 4

ORIGIN: JAPAN

GENRE: THIRD-PERSON
SHOOT-'EM-UP

PLAYERS: 1

PERCENTAGE COMPLETE



Q4 '03

APR '03

TBA

Vengeful female goes ballistic!

CAPCOM HAS REALLY got its character modelling down to a tee. Lead heroine Vanessa Z. Scheider is in this for a reason — the planet's Computer Arms Management System has gone haywire and killed her family. It's also taken out the entire colony, and Vanessa has taken it upon herself (with the aid of the laser-gun to end all wars) to put an end to the problem. She does this by hiring herself out as a freelance mercenary. Got a robot problem? She's your girl.

Gameplay-wise, *PNO3* appears to mix elements of *Time Crisis*, *Tomb Raider* and *Metal Gear Solid* to produce something very interesting. Presented in a third-person perspective, Vanessa can hide behind items in a *Metal Gear* style,

then pop out and take a blast at the enemy. She can also launch herself from a hiding place, flying across the room while shooting the enemy and land in another safe place. Outside of the enemy encounters our heroine can explore her surroundings in a *Tomb Raider* style. Most of the game takes place in a marooned colonial settlement. There are some outdoor areas but most of the footage we've seen takes place indoors.

This is what Mikami-san has been concentrating on since he finished with *Resident Evil Remake* just under a year ago. On early evidence, the game could be absolutely amazing but we've not seen enough of it in action to draw any real conclusions. However, with less than three months before it comes out, you can expect a chunk of new details to arrive in time for the next issue.

CUBE



⬆ Yes, it really does look that good, and so does the heroine. Ding dong!



DEAD PHOENIX



George Lucas can stick *Episode 2*'s light sabre battle up his...

CUBE

INFORMATION

DEAD PHOENIX

PUBLISHER: CAPCOM

DEVELOPER: PRODUCTION STUDIO 4

ORIGIN: JAPAN

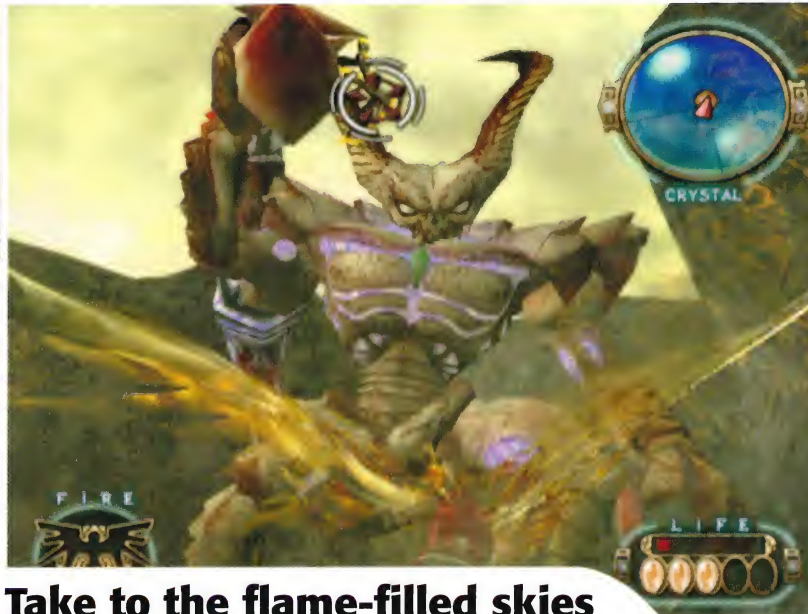
GENRE: AIR BASED
SHOOT-'EM-UP

PLAYERS: 1

PERCENTAGE COMPLETE



TOTAL RISK ADVISORY X PICTURES



Take to the flame-filled skies

DIRECTOR HIROKI KATO openly admits that he wants this game to go in a very different direction to the other Production Studio 4 offerings. He wants to create a feeling of being able to fly freely, something that Nintendo endeavoured to create with *Pilotwings*. *Dead Phoenix* itself is basically a cross between *Panzer Dragoon* and *Pilotwings*. You take on the role of a winged warrior, protecting the Phoenix clan from the onslaught of evil. Giant creatures are attacking your floating city and you must lead your clan into battle against them. You have an advantage over the rest of your army in that you can use various power-ups. These range from energy balls and a six-foot long claw to a bizarre Super Phoenix transformation. This super

move transforms you into a 40-foot high Phoenix with napalm breath. This might seem a bit over the top, but given that some enemies can be even larger it's fair enough.

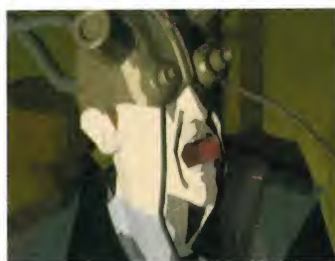
While *Dead Phoenix* looks great, it doesn't match the graphical excellence of something like *Resident Evil 4*. This is because Kato-san has chosen to go down the gameplay route. The on-screen action is outrageous — some of the battles will see you joining 20-30 other soldiers as well as a huge boss enemy on the screen at once. It's obvious that battles on this scale just wouldn't be possible without sacrificing a few graphical niceties. The non-stop action elements should more than make up for this though.



Expect the screen to be literally filled with nasties, so keep that trigger finger warm



"DIRECTOR GOUCHI SUDA IS WELL KNOWN FOR HIS CONTROVERSIAL APPROACH TO GAME DESIGN"



 Possibly the most stylish and violent game you'll see in 2003 (we hope)



CUBE

⊕ INFORMATION

KILLER 7

PUBLISHER: CAPCOM

DEVELOPER: PRODUCTION STUDIO 4

ORIGIN: JAPAN

GENRE: DETECTIVE
SHOOT-'EM-UP

PLAYERS: 1

PERCENTAGE COMPLETE



It's time to clean house

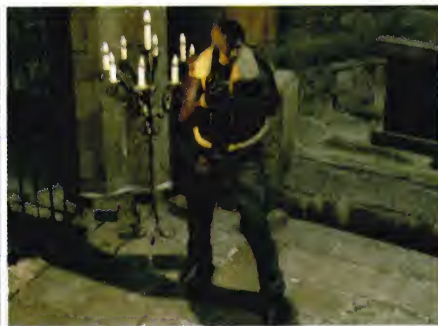
KILLER 7

KILLER 7 HAS to be the most intriguing game of the lot. Director Gouchi Suda is well known for his controversial approach to game design. The aspects of his horror-adventures that really stood out were the graphics. Imagine the *Ghost In The Shell* series as a playable game (ignore the dire existing game based on the series) and you'll get a vague idea of what's being presented.

The game's main character, Harman Smith, is a wheelchair-bound old man. Nicknamed God Killer, his main adversary is the all-powerful God Hands, otherwise known as Kun Lan. The game follows the encounters of these two men

through five linked stories in which Harman will use his seven different personalities to defeat his enemy. It's difficult to tell what sort of game this is going to be from the footage available, but there's an awful lot of violence involved! Much of the footage shows characters sneaking up on other people and shooting them. There are stealth sections where you snipe enemies and also some detective elements thrown in. It's all very stylish, the imagery is extremely cool and, with Mikami-san in the producer's chair, we're in safe hands.

CUBE



CUBE

⊕ INFORMATION

RESIDENT EVIL 4

PUBLISHER: CAPCOM

DEVELOPER: PRODUCTION STUDIO 4

ORIGIN: JAPAN

GENRE: SURVIVAL HORROR

PLAYERS: 1

PERCENTAGE COMPLETE



Ⓜ Ⓜ Ⓜ Ⓜ Ⓜ

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RESIDENT

Suddenly the rest of the series becomes a walk in the park...

WITH RESIDENT EVIL *Remake* and *Zero* under its wing, you might have expected Capcom to simply improve upon the 2D, pre-rendered formula, but the next game in the series will be presented in full 3D, and it's looking even better than ever before.

Fans of the series will know that at the end of *Resident Evil 2* Leon Kennedy went off to stop the Umbrella Corporation for good, leaving Claire Redfield to continue the search for her brother. *Resident Evil 4* follows Leon's journey into the heart of the Umbrella

empire. His investigation has led him to yet another deserted mansion, but what awaits him is beyond his worst nightmare. The monsters found in previous games are nothing compared to this. The true nightmare comes in the form of the Progenitor Virus, a strain that turns its victims into a shape-changing, state-changing mass of darkness.

At first the evil being follows Leon but doesn't harm him. Why? The reason is

"THE MONSTERS FOUND IN PREVIOUS GAMES ARE NOTHING COMPARED TO THIS"



EVIL 4

soon revealed — the Raccoon City police officer has been infected with the T-Virus and is slowly and painfully turning into a Tyrant. As time goes on, Leon battles with his fading consciousness. He must get to the source of the research and put a stop to it, but will he get there in time?

The storyline makes for a much darker game than the previous installments with no room for comical interludes. There'll also be far less voice acting than before as

the heart of the Umbrella Corporation runs on a skeleton crew, and Leon's main battle will be with himself. Maybe the missing Chris Redfield will turn up too.

What we do know is that the game looks utterly astonishing. Leon himself looks better than Billy and Rebecca from *Resident Evil Zero*, and the 3D surroundings look the most complex yet on the GameCube. The ambitious backdrops are backed up with real-time

weather conditions such as driving rain and lightning. Being 3D, the camera can now swoop down and into a first-person view — Capcom has yet to say whether a constant first-person view will be available though. In fact it's unbelievable just how good the game is looking, especially considering that it's not even due out in Japan for over a year (at the very least).

There's obviously a lot more to do and the development team must have put this version together specifically as a promotion tool. It's doubtful we'll see anything more until E3 in May, where all manner of sick enemies and nastiness are likely to surface.

CUBE

CUBE

□□□□
SAYS...

FIRST IMPRESSION

■ The new footage has confirmed our suspicions from last month — all these games have the potential to be amazing. Every title is exciting and each takes a totally different direction from the others. The only downside is that there are no firm dates for the UK on any of them. Going by Capcom's recent performances, we may have to wait until Xmas 2003 to see the first fruits, but they'll definitely be worth the wait.

CUBE





AS A JEDI KNIGHT YOUR WEAPONS ARE
PEACE, KNOWLEDGE AND DEVOTION.

OH YES, AND YOUR VERY OWN LIGHTSABER.

STAR WARS JEDI KNIGHT II: JEDI OUTCAST™

The legacy of *Star Wars*™ lives on in Jedi Outcast. As fallen Jedi Kyle Katarn, you must wield your enhanced lightsaber and arsenal of weaponry and invoke the Force. You cannot escape your destiny, to know the light, you must see the dark.

Epic single and multi-player first-person action.



ACTIVISION



CUBE

ISSUE FIFTEEN

REVIEWS

ELECTRONIC ARTS & ACTIVISION

EVERY YEAR WE typically have an EA issue and an Activision issue. It's not by choice, that's just the way the publishers do it. This month is the Activision issue and whereas EA pulled through with a number of decent titles, Activision hasn't. Being such a large publisher and having so many licenses to look after, you wouldn't realistically expect every title to be a smash hit, but when three out of the four simply aren't worth looking at, you have to worry. Take *X-Men* and *Minority Report*; two great licenses that should have been turned into two great games. Their flaws are obvious to anyone except, it seems, the people who developed them. To a lesser extent, our hopes were very high for *Bounty Hunter* — one of the games of the year has turned out to be fun, but blatantly rushed.

Luckily though PAL gamers can console themselves with a wicked version of *Mortal Kombat* and the knowledge that two cracking titles, *Zelda* and *Sonic Collection*, will be here in the not-too-distant future. As for the import gamers; oh you lucky, lucky people...

■ CHANDRA NAIR



LEGEND OF ZELDA: THE WIND WAKER

Just because we can't understand all the text doesn't change the fact that this is amazing. Gorgeous, epic and highly addictive — it's pure magic.

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CUBISTS

It's time to pretend that we really want to be better people for the coming year.

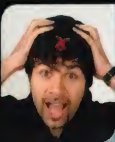
MILES GUTTERY



BYRON WILKINSON

NEW YEAR'S RESOLUTION... Cut back on the ladies
THIS MONTH: Being surrounded by women in the office has had its effects; Miles now talks the talk and walks the walk! No female is safe from his charm, so much so that he can't even walk down the road without them flying magnet-style towards him.

CHANDRA NAIR



BYRON WILKINSON

NEW YEAR'S RESOLUTION... Don't become an office boy
THIS MONTH: Chandra is on dangerous ground at the moment. Starting every day with a ham and cheese croissant and large Latte, is an early warning sign and a sure-fire precursor to 'offication.' We'll be keeping an eye on him.

BYRON WILKINSON



BYRON WILKINSON

NEW YEAR'S RESOLUTION... To make handkerchiefs fashionable
THIS MONTH: Whether or not this is a realistic target depends on how well you know Byron. Anyone on Bournemouth high-street this month might have seen him wearing an A-board with the phrase 'accessorize or agonise: the Wilko dilemma.'

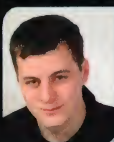
SANNA TAGHARABI



BYRON WILKINSON

NEW YEAR'S RESOLUTION... Lose less body parts to frostbite
THIS MONTH: You would have thought that a -3°C air temperature would put even the most Xtreme surfers off. Well, Sanna is obviously a lot more hardcore than anyone realised. Mid-winter and she's in the sea every day. Psycho.

GARY ADAMS



BYRON WILKINSON

NEW YEAR'S RESOLUTION... Come to terms with the fact that *Steel Battalion* is gone forever
THIS MONTH: Having placed his order months ago, Gary was devastated to hear that his copy of the \$200 tank simulation had been "detained in customs indefinitely." Poor guy. How he sobbed!

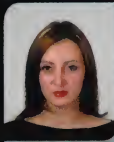
MARTIN MATHERS



BYRON WILKINSON

NEW YEAR'S RESOLUTION... No more Chicken Nuggets
THIS MONTH: Those of you who used to read Dreamcast Magazine will probably know that every year Martin resolutely gives up fast food, especially chicken nuggets. Yeah, yeah. Let's see how long it lasts this time. The bets are on.

STEPHANIE PEAT



BYRON WILKINSON

NEW YEAR'S RESOLUTION... Not to get drunk every night
THIS MONTH: In Steph's eyes Xmas means one thing and one thing only — getting into the spirit of things! When we say spirit, we mean it in an alcoholic sense. Ah well, at least she's happy all day, crashing about the office and calling everyone 'mate'!

NICK TRENT



BYRON WILKINSON

NEW YEAR'S RESOLUTION... Stop speaking with a funny voice
THIS MONTH: You know when you say certain things with a funny voice without realising it? Well, that's what Trenty does, except his 'funny voice' crops up more than his normal voice at the moment. The doctor reckons it's a stage he's going through.

100% UNOFFICIAL 100% UNBIASED THE ONLY REVIEWS YOU CAN TRUST



70 There hasn't been much point in the serious beat-'em-up fan looking at the GameCube for the last eight months, but now that's all changed. You want masses of playability and gore? You've got it.

WHAT DOES IT ALL MEAN?

Confused? Suffering a spot of information overload perhaps? Use this handy guide to successfully navigate our info-packed reviews

INFORMATION

This is the place to look for all the essential statistics on the game including release dates, players, publisher/developer and whether or not you can watch movies of the game in action on TotalGames.Net.

2ND OPINIONS

If you're still not 100% sure whether you're going to take one expert's opinion, you'll find an alternative point of view right here.

ALTERNATIVES

Obviously not every game will be to your taste so if there are titles that might be of interest instead, they'll be outlined here for you to think about.

BOX OUTS

If you want more detailed information on what the game's all about or hot tips on some of the tougher bits, the wide selection of box outs are ideal for you.

COMMENT

The reviewer's frank and honest opinions on what he or she thinks of the game will be right here; you'll be needing this to make up your own mind...



X-MEN: NEXT DIMENSION

74 For every action there must be an equal and opposite reaction. It seems that the saying goes for games as well. Introducing a fighter that refuses point blank to offer anything remotely interesting.

STAR WARS: BOUNTY HUNTER

76 Not quite the awesome galactic adventure that it could have been but still a fun little shooter nonetheless. Hey, you get to control Jango — that's enough for us.

BLOOD OMEN 2

80 The vampire warrior Kain returns for more blood-sucking and violence. Once again the darkly gothic story lifts an otherwise average game above the crowd.

LEGEND OF WRESTLING II

82 If you brought out a game that got slated across the board, would you; a) deny the fact that you made it, b) try and improve it based on what was said, or c) make a sequel that's even worse?

WRECKLESS: YAKUZA MISSIONS

83 What do you do when you have a crap Xbox game sitting in a factory? The obvious answer would be to churn it out for GameCube and PS2 and make it even worse. Whoopee! Aren't we lucky?

MINORITY REPORT

84 The fact we hadn't seen anything on this at all before it hit the shelves kind of says it all. A potentially huge license completely wasted. Strike two for Activision.

SONIC: MEGA COLLECTION

86 Whatever your opinions of SEGA, there can be no denying that this collection of classic games is amazingly good value. There's something here for everyone.

ONE PIECE TREASURE BATTLE

88 There's a reason why this won't ever be released outside of Japan, and that's that it's as mad as a Royston Vasey hatter. Definitely for local people only.

THE BREAKDOWN

Confused as to the purpose of those big numbers stuck on the end of all the reviews? The meaning is explained below through the medium of words...

RATING 90

9.0 OR ABOVE

Naturally, games scoring a 9.0 or over are well worth your hard-earned cash... otherwise they wouldn't score so highly. Hey, we're professionals — give us a bit of credibility here, okay?

RATING 75

7.5 > 8.9

Although they haven't quite made it to the dizzy heights of greatness, games with this kind of score are still worthy of your attention and will no doubt keep you happy for a fair old while.

RATING 50

5.0 > 7.4

Yep, it's that tricky middle ground that a lot of games walk; with 5.0 branding a game decidedly average, scoring up to 7.4 means you might want to try it if you're into that sort of thing...

RATING 25

2.5 > 4.9

If your granny gets you a game with a score like this, it's probably because she doesn't know any better... or you just didn't tell her what you actually wanted. It's all your own fault really.

RATING 00

0.0 > 2.4

It's a sad fact that we have to review games this far down the scale but it's for your own good. Otherwise, you might actually go out and buy one of them... shame on you!



Awaken to a whole new world...

CRUISING

BOAT FACE

Very early on in the game you get saved by a mysterious Dragon Boat. Naturally the wooden vehicle has a life of its own and will be responsible for taking you to and from the various islands.



**CUBE
STAR
GAME**

"AFTER AN HOUR OF
PLAY, IT'S HARD TO
IMAGINE THE GAME NOT
LOOKING LIKE THIS"

CUBE

INFORMATION

ZELDA: THE WIND WAKER

PUBLISHER: NINTENDO

DEVELOPER: IN-HOUSE

PRICE: £59.99

ORIGIN: JAPAN

PLAYERS: 1

MEMORY: 12 BLOCKS

STATS

■ ALL-NEW LINK ADVENTURE

■ CONTROL THE WIND

■ GBA LINK-UP

■ INCLUDES OCARINA DISC!

**TOTAL
GAMES**

MOVIES

PICTURES

UK

JPN

USA

MAY '03

OUT NOW

24 MAR '03



THE LEGEND OF ZELDA: THE WIND

GLITTER BOY! There are many weird and wonderful characters in *Wind Waker*, but we never expected to meet this cross between Elvis and Gary Glitter...



Once you get used to the graphics you're seduced by their charm

Prepare to fall in love with videogames

THIS IS LIKE

a dream. Ever since the GameCube was first whispered about on the Internet we've been fantasizing about what the next installment of *Zelda* would be like. The past two years have been a roller-coaster ride of anger, joy and generally heightened emotions. It kind of went like this:

Spaceworld Demo: looks gorgeous... better than your wildest dreams. *Zelda* fans' hearts pack up their bags and set sail for heaven.

Nintendo reveals the true *Zelda*: The world's collective jaw hits the ground. "But... what the... but ... the other one you showed looked great... this looks rubbish!" No doubt this was the point at which Nintendo decided showing people actual footage by

way of demo discs was a better idea than having dodgy screenshots leaked on the Internet.

Zelda is presented in playable form: suddenly it all becomes clear. This is definitely how the sequel should be. It's just like *Ocarina of Time*, except it has that *Link To The Past* magic in it.

Nintendo packages *Ocarina of Time* with *Wind Waker*: can it be? Those rumours a year ago were true — Nintendo has been working on a remake of *Ocarina of Time*, which will come enhanced and packaged with *Wind Waker*!

After an hour of play you wonder why you ever doubted Miyamoto-san. How could the game possibly not look like this? It's like a dream come true...

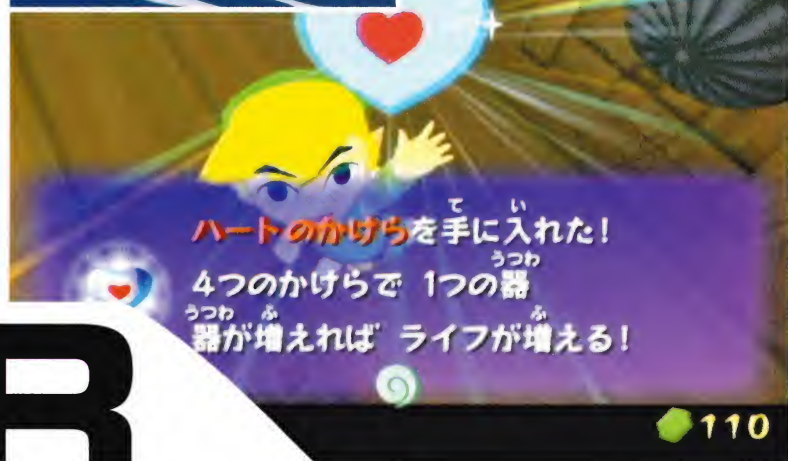


Play a bit of Battleships and earn some much needed kudos

PLAY TIME!

POINTS MEAN... PRIZES!

As with all *Zelda* games, *Wind Waker* has a fair old selection of bonus games and competitions. Any *Zelda* fan will tell you that the first thing to do when you enter a new village is to search the place for game shops. The first proper village you come to in *Wind Waker* is the Windmill Island. Here you can take part in Battleships or you can visit the Auction House for a spot of gambling. Battleships earns you a lot of respect as well as a much-needed map and a tasty Heart Container. Heart Containers can also be found at the Auction House but the people of Windmill Village tend to be quite rich, so you're better off coming back towards the end of the game.



FEELING TINGLY?



TO BE SURE, TO BE SURE!

Tingle makes an appearance towards the start of the game but it's easy to miss him. He's been locked away for his destructive behaviour. In return for freeing him, he'll grant you the ability to call upon him at any time. You can do this by linking up to a GBA, at which point you can search for hidden treasures. Each bomb you lay will cost you ten Rupees so it's not a viable option at the start of the game. Later on though, this sub-quest is a necessity — you won't find all the treasure maps and Heart Containers without Tingle.

WAKER

The legend returns...

We all know that, although there weren't a whole lot of games for the N64, there were a few that made it indispensable for gamers everywhere... one of these being *Zelda: The Ocarina of Time*. It was a stunning game, and guess what? It's out for the GameCube! Not only that, but Nintendo has also packed in *Ura-Zelda*. Don't know what that is? Better read on...



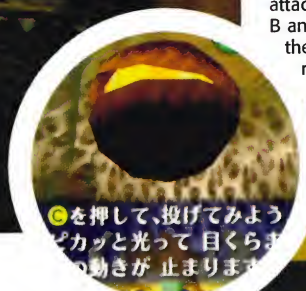
Watch out for these eggs if you know what's good for you...



... because you never know what might pop out!



Prodigal hero that he is, you'll welcome Link's return like a long lost brother



Cを押して、投げてみよう
ピカッと光って 目くらま
の動きが 止まります



ZELDA: THE OCARINA OF TIME

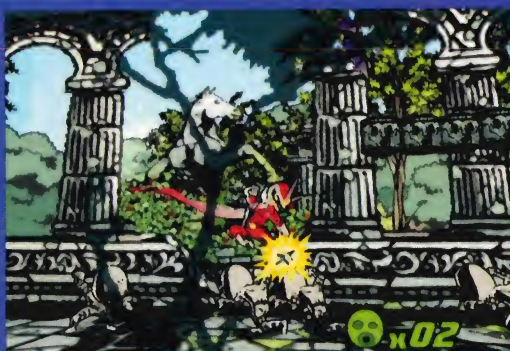
STEP BACK IN time to four years ago, and the game of the moment was *The Legend of Zelda: The Ocarina of Time*. No, better make that game of the year. Or better still — game of the decade; *Zelda* in 3D. Looking back it's not that barmy a concept. However, playing *Zelda* in 3D is something people had dreams of since finishing *A Link to the Past*. Come 1998, Nintendo delivers and every gamer is happy. Warp forwards a bit to 2002/3 and it seems that Nintendo is set to carry off the *Zelda* tradition once again. But what's this? For those lucky Japanese, pre-ordering the latest *Zelda* adventure resulted in them receiving a very special package. This package comes in the form of a three-inch disc that contains the original N64 adventure, a remixed version and some videos of GC and GBA games due out over the course of the next year! Despite the added power of the GameCube, Nintendo has only upped the resolution, leaving the graphics and sadly, the framerate pretty much identical. However, what you do get is the chance to play one of the best games ever all over again, without having to fiddle around with plugs and whatnot. Joy!

For those worried about controller issues, fear not. The C-buttons are mapped to the C-stick, the Z-targeting is achieved via the left trigger button and everything else is in its logical position except for attack and contextual action which, bizarrely enough, are mapped to B and A, respectively. Odd when you consider that *Wind Waker* is the other way around. Flitting between the games will no doubt result in some accidental rolling actions when trying to attack.



THOSE VIDEOS IN FULL

Unbelievably, the two *Zelda* games aren't the only attraction in this fabulous package. Also bundled come several videos showing off some of the up-and-coming games for the GameCube. These include:



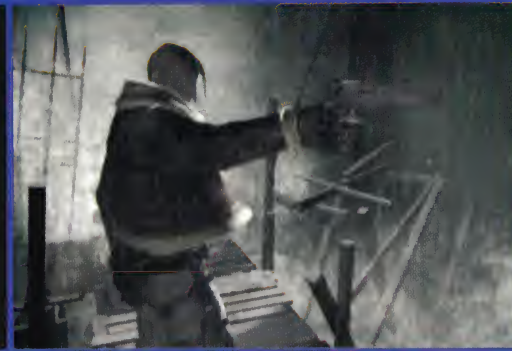
VIEWTIFUL JOE

Insane voice-overs, crazy characters and some clever use of 2.5D graphics make this more than a little eye catching for those looking for some old-style action.



KILLER 7

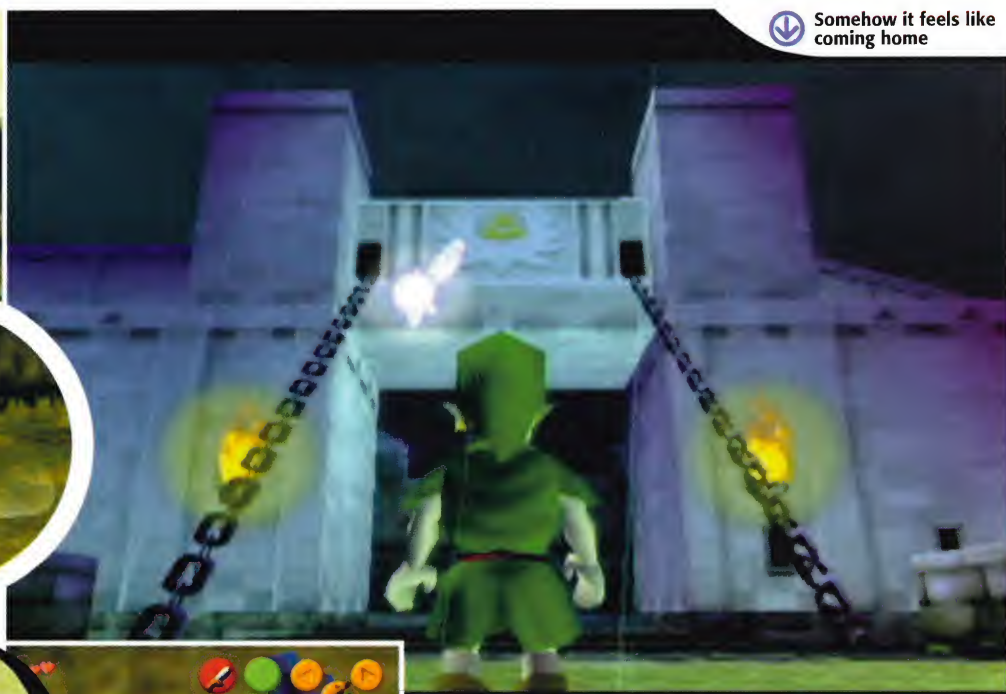
To call it stylish would be like calling Stephen King a tad creepy. Looks like *Ghost in the Shell* (a famous Manga and anime) with uneasy music and ultra-violent scenes...



BIOHAZARD 4

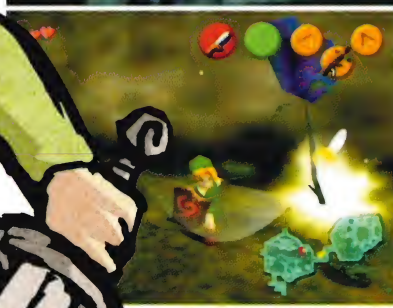
The sequel to *Biohazard 3* must be on the top of every horror fan's list. Leon S. Kennedy returns in this stunning-looking game to settle the T-virus once and for all...

Somehow it feels like coming home



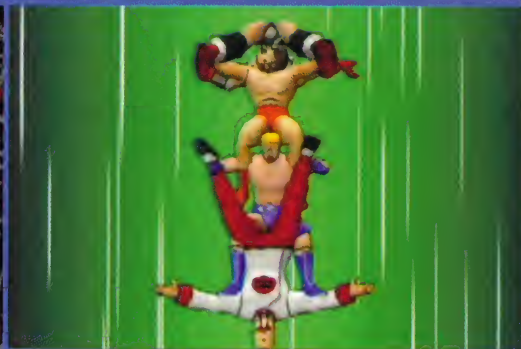
URA-ZELDA

CONSIDERING THAT THIS is a freebie, *Ura-Zelda* is delightful for those who are still in love with *Ocarina of Time* but fancy tackling it in new ways. Essentially, *URA-Zelda* is a remix of the first game, adding in new enemies and changing the tricks and traps of the dungeons slightly. While the changes aren't massive, they succeed in serving up a far greater challenge than before and if the memories of *Ocarina* are still fresh in your mind, will play on your experiences of the first game. Remember how in *Resident Evil: Remake* Capcom would trick you into thinking that things that happened before would happen again? That famous corridor with the window-breaking dogs comes to mind. Well, Nintendo has taken this idea and incorporated it into *URA-Zelda*, meaning that you won't simply be running through the dungeons noticing new things. You'll have to think about it all over again and, more often than not, you'll be a tad confused. The bad news though is that those expecting new items, characters and dungeons are in for a shock. There's no extended ending either, and the dialogue and non-dungeon settings are all exactly the same throughout the game. We get the impression that the true *URA-Zelda*, with its promised re-writable features and new levels, is still sitting safely in Miyamoto-san's safe. Still, it's free and so you can't complain, can you?



MR. DRILLER LAND

The sequel to one of the most original games in years looks to retain all of the charm of the original. You can even link up to the GBA title *Mr. Driller Ace* to open special features.



KINNUKU MAN 2

A bizarre cel-shaded wrestling game by Aki, that allows you to team up with four characters and pull off devastating combos. We'll have some more information on it soon.



F-ZERO

You all know this one, but there's no harm mentioning it again! Stunning visuals, speed and style plus the Daytona team behind the wheel. *F-Zero* has got it all, and much more.



⬇ Careful fella, you'll get piles if you push too hard!



INSPIRED!

GREATEST GAMING MOMENT OF ALL TIME

It's things like this that make *Wind Waker* such an amazing game. After reaching the second dungeon we used the various Deku Pods to shoot us to the top-most platform. Scanning the vast expanse of water ahead of us we see an island with a strange hatch on it. In order to get there we have to change the direction of the wind, then use the Deku Leaf to glide there. We can't open the hatch though and after much stressing we decide to mess around with our items. At the start of the game we bought a pear. Why? Well, it was just nice to have it. At the time Link just put it on his head, but this time the fragrant fruit attracted the attention of a passing seagull. With the fruit inside the bird's gullet, Link is able to control the seagull and fly up to a ledge where a switch is waiting. If you don't have a pear you don't have to worry because the travelling shop has docked up at the base of the Deku Tree. It follows Link on his adventures wherever he goes for some reason.



"UNEARTHS THE CHILDHOOD INNOCENCE THAT MANY OF US MAY HAVE THOUGHT WE'D LOST FOREVER"

AN AWFUL

lot of people have come up to us over the past week and told us how crazy they think we are. Playing through *Zelda* in Japanese? How do you know what's going on? Surely you lose the heart and soul of the game, and how can you possibly give an accurate review when you haven't a clue what's happening? Well, normally we would give a game a temporary score and say that, pending the English version, the game may score higher or lower. The situation is different with *Zelda* though. No amount of Japanese text can mask the fact that this is pure magic. No game has ever spoken to you through its animation before —not like this. You almost don't need text to tell you what's going on. When a little boy sits sulking on his bed

in *Zelda*, his face says it all. When a little girl is scared witless but at the same time overjoyed to see her big brother, her face tells the story. This is the aspect of *Wind Waker* that could not have been achieved with standard graphics. Yes, Link and Gannondorf looked outstanding in their '*Ocarina of Time*-esque' guise but would the series have advanced beyond an aesthetic upgrade? It seems doubtful. As it is, *Wind Waker* oozes soul and unearths the childhood innocence that many of us may have thought we'd lost forever.

It's the little things that matter and it's the little things that Nintendo has delivered by the bucket-load. Say for instance you walk into a dungeon and come to a rope bridge. As you cross the bridge an enemy



Damn it, I know I left it in here somewhere...



HEADS-UP!

UP SHE GOES!

One section of the game sees you helping a young bird-girl in exchange for a bottle. You'll have to lift her above your shoulders and pick the right time to lob her skywards.

attacks. The battle causes the bridge to sway and, as each section of the bridge is modelled separately, you can almost feel yourself losing your balance. Because you feel so connected with the game, you can correct yourself. The bridge is quite narrow, so during the fight you may nick the rope with your sword. Naturally the rope breaks and the bridge becomes a little lop-sided. Hmm... wonder what would happen if all the ropes broke? Better not try it — the larva down there looks a little too hot for our liking. It's inevitable that you'll discover the level of background interaction, but this is Nintendo's discrete way of training you. Later on in the dungeon you'll have to cut all the ropes on a bridge in order to progress. It's all about discovering new abilities and their



Who needs Star Trek-style transporters when you have this?

GETTING AROUND

SWING, GLIDE AND ROLL...

There are many different ways in which Link can traverse the dangers of Hyrule, but every single one is perfectly realised and simply to use. Here are just some of them:



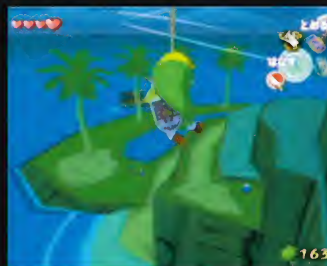
LARVA PLATFORMS

Faced with an ocean of larva? Not a problem — simply pick up an urn full of water and throw it into the fiery mass. Result — an instant larva-crust platform and a way across. What a genius idea that is.



DRAGON BOAT

Once you have purchased the sail you can jump into the Dragon Boat and explore the oceans of the world. The boat is alive of course, and will give you hints as to where you should be going.



GRAPPLE HOOK

There are many areas in the game where you won't be able to cross without this item. Once you have it you can always come back in order to access the many secret areas you may have missed.



DEKU POD

There's only one way of getting to the top of the Deku Tree — by using the Deku Pods. Walk up to one and you'll instantly be sucked in. You then have a few seconds to line up your trajectory before the pod spits you skywards.



DEKU LEAF

For crossing great expanses the Deku Leaf is the only way to go. It has a limited life-span though and you'll need to top it up with special Deku Juice, which can be collected inside the Deku Tree.



なまえ
ワシの名前は フーチン
かぜ かみさま
風の神様ぢやよ

↑ You wouldn't want to meet this guy in a dark alley...

HANDS IN THE AIR!

EVERY LITTLE ELF NEEDS A GOOD WINDING

As you've probably gathered, the wind plays a major part in *Wind Waker*. Towards the beginning of your quest Link will come across two stone tablets. One gives him instructions on how to control the direction of the wind. The other is broken in half and to be completely honest we haven't got far enough into the game to find out what it does. Hey, give us a break — the thing is absolutely huge!

A floating toad grants you the ability to control the wind. He's kind of like the guardian of the stone. Waving the wand in the right directions (by using the C-stick) will see a compass come up on screen. You can then choose the direction of the wind at will, a vital talent if you're to get to the distant islands. It's fun now, but in medieval times they burned witches for things like that!



ガマ:
63ルピー!



↑ Strange, volcanic outcrops turn up in the ocean



ややや、ただいまのトッ
Chandra

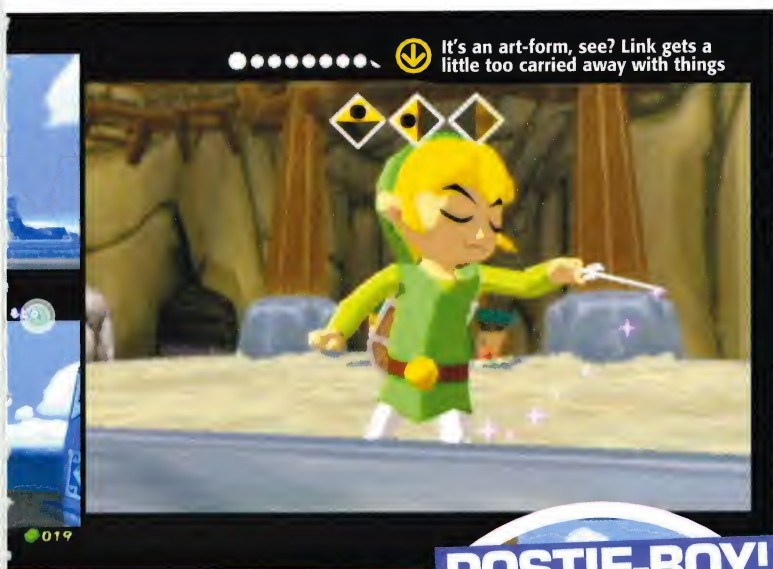


application. On the whole though *Wind Waker* is designed in such a way that if you think you should be able to do something, you probably can.

There are also elements that you'd simply never expect. We don't want to reveal too much about the game as it would only spoil it so we'll leave you with this one example. Right at the start of the game you can buy a pear. You can't eat it. You can't give it to people, after all, it's just a boring old pear. If you try to use it, Link balances it on his head and pulls a stupid face. However, if you use it at the top of one of the Deku Trees (we just

"IT'S THE LITTLE THINGS THAT MATTER AND IT'S THE LITTLE THINGS THAT NINTENDO HAS DELIVERED BY THE BUCKET-LOAD"

172



POSTIE-BOY!

TO THE LETTER

Later on in the game you'll find one of your sub-quests involves delivering and collecting mail for friends. It's not compulsory but it's the only way to get all the secrets.

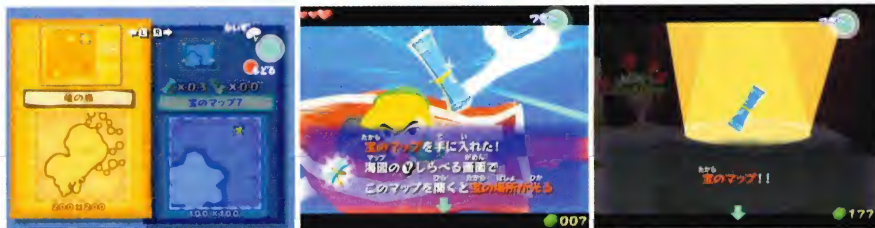


happened to try it in that particular spot) a seagull will swoop down and eat it. It turns out that this pear provides Link with a telepathic link to whatever eats it. You get to control the seagull, who can then fly up to a ledge and activate a switch enabling you to get into a previously closed shop. Genius!

Why have we spent this much space talking about pears and seagulls? Simply because this is what *Wind Waker* is all about. If the pear/seagull thing bored you, *Wind Waker* isn't for you, but we doubt that any serious gamer will not be totally convinced of the game's merits

by now. There really isn't any need to talk about the other aspects of the game. This is Nintendo's flagship title. The graphics couldn't be better, the music and sound effects are emotive and the game itself is longer than *Ocarina of Time*. Just when you think you've got to the end you realise that you're only about halfway through. Still, it's difficult to score *Wind Waker* because we enjoyed *Metroid Prime* just as much as we enjoyed this. Oh, hold on; almost forgot about the playable versions of *Ocarina of Time* and *URA-Zelda*. We have a winner!

CHANDRA



ALL MAPPED OUT

A GOOD BOY SCOUT ALWAYS HAS A MAP

Because the world is so big, maps are essential sailing material. Maps can be bought, but more often than not you'll have to win them or find them. Some are professionally printed whereas others are hand-drawn versions that have been passed down through the generations. More often than not the maps will highlight hidden treasures and secret areas. If you're very lucky a passing fish (the masters of the ocean, duh) will jump out of the water and add vital details to your map.

Link tries out for nanna-Link's new porn movie



CUBE VERDICT

ZELDA: THE WIND WAKER

THE FINEST ADVENTURE GAME ON ANY SYSTEM

- VISUALS**
Gorgeous 'toon-rendering' allows for unbelievably emotional characters and glorious surroundings
- AUDIO**
Classic tunes revamped as well as new ones to get you whistling... you'll be humming all day long
- GAMEPLAY**
Perfect gameplay. Anyone can get into it within minutes. Getting them off again is another story
- LIFESPAN**
Massive. Huge. Epic. No worries here — you'll be playing this for months and then you'll play it again
- ORIGINALITY**
Based on previous *Zelda* games with so many new additions you'd never even dreamed of before

ALTERNATIVE

Lacking the heart and soul that *Zelda* oozes but still a fantastically playable and engaging adventure game.

STARFOX ADVENTURES

Format: GameCube Reviewed: Issue 12 TGN Rating: 94%

2ND OPINION

WAKE UP! "And there I was, thinking that *Metroid Prime* was the best game on the GameCube so far... anyone who doubted this would be perfect, should be eating their words!"

MARTIN

FINAL SCORE

9.7

FORGET YOUR PREVIOUS PRIORITIES. THIS IS NOW THE MOST IMPORTANT PART OF YOUR LIFE

MOVIE BUT PULLED OUT WITH A BROKEN WRIST.

THE BIG FINISH: When a fight is won and the 'Finish Him!' command booms forth, you will have to switch to the Fatality stance before administering a messy death.

QUAN CHI WINS!

FATALITY



↑ The quantity of blood on-screen is quite literally, er... stoopid!



BUFFALO STANCE

NO ONE CAN DEFEAT THE SHAO-LIN STYLE

Easily the biggest difference between *Deadly Alliance* and its predecessors is the all-new ability of fighters to change their fighting stance at will. Every character now has three very distinct fighting styles, which are accessible via the L button. There are two hand-to-hand styles and one weapon for every combatant, which adds a new dimension to the gameplay. Just when your opponent thinks he's got your moves sussed, you can flip to a new style and hit them with a special they never even saw coming. The key is learning to flip between stances mid combo, often ending up with a big weapon attack that can cut chunks out of your opponent's health bar. However these combos are tough to pull off and require precise timing when changing from one stance to the next. After learning them in Konquest mode you'll need to perfect the timing in practice before taking them into battle.



DEADLY ALLIANCE

WAITING TO IMPALE

STICK IT TO 'EM!

Each character now has a weapon attack as well as their trusty feet and fists, and this can be just the thing to turn a fight your way if it seems to be running away from you. Depending on the character this could be a broadsword, fighting sticks, knives or a host of other nasty knick-knacks. The disadvantage is that it's harder to defend when brandishing a weapon and you'll take more damage than usual if hit. A very neat move available to certain characters – ones with sharp weapons – is the ability to impale their opponent, whose health will then begin to slowly drain away and there's nothing they can do about. The disadvantage to you is that you can no longer access your weapon during the round as it remains lodged in your opponent's gullet.

↓ Proof positive of the facial bruising that occurs during bouts





KRYPTIC SECRETS

KASH AND KARRY

Accessed from the main option menu is the Krypt. Here you're presented with a vast underground vault filled with over 600 coffins. A number on the front of each denotes how many coins of a particular colour are required to open it. The caskets contain all manner of things but you won't know exactly what until you pay the money to open them. A good rule of thumb is that the more costly they are, the cooler the goody inside. The most expensive will contain new characters and as you work down the scale you'll open new arenas, alternative costumes until you get down to the really cheap stuff, which tends to be poxy pre-production art and that sort of thing. Whoopee-doo! Also be aware that some of the coffins are empty. Midway have been cunning enough to make sure the game saves every time you open one so you can't get your money back, if the contents aren't to your liking.

DEADLY DEBUTANTES

NEW FACES IN THE WORLD OF KOMBAT

There are a total of 23 characters (24 if you count boss Moloch, although you can't play as him), and nine of these are brand new. Kenshi is a swordsman blinded by Shang Tsung and after revenge. Bo' Rai Cho is a kind of Yoda figure, instructing warriors and kicking a modicum of arse himself when circumstances dictate. Drahmin is a rather gross ally of the evil Quan Chi who's escaped from the Netherrealm and boasts highly questionable personal hygiene, hence he's constantly surrounded by a cloud of buzzing flies. Yick! Far more palatable is the lovely Li Mei who becomes the latest Kombat girlie complete with impressive Dead or Alive-esque bouncing boob physics. She'll be vying with Kitana for top pin-up status since Sonya Blade has obviously spent the time since *MK4* gorging on steroids and now has a torso like Triple H. Double yick! The female contingent is rounded out by Nitara, a vampire with a touch of the Amazon about her, and Frost, who's basically a female version of Sub-Zero. Hsu Hao joins the ranks of bad guys and last up we have Mokap and Blaze. All the other characters are available for purchase in the Krypt but these two are only unlocked when Konquest mode is completed with every character including the locked ones.

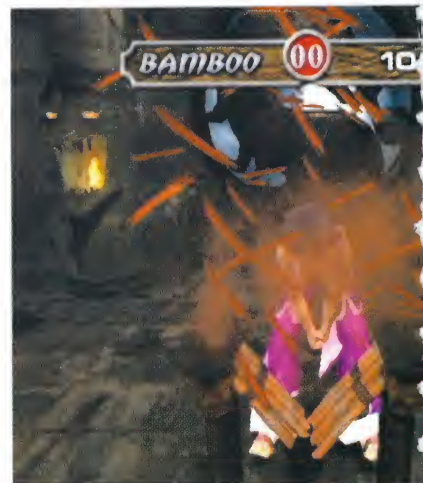


COMMENT

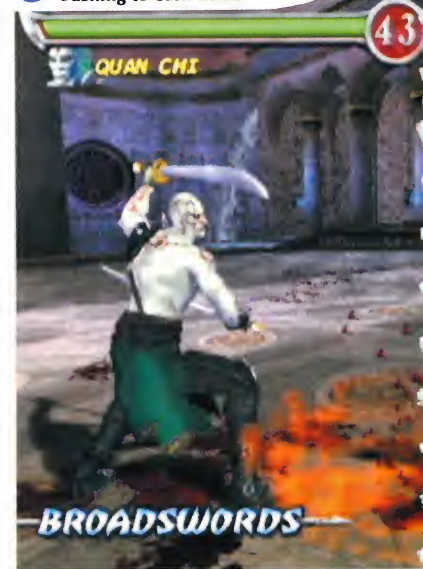
It's not like beat-'em-ups are hard to find. Look around any game store in the country; strange anime figures with ozone-sapping hairstyles and disturbing eyes burst forth, from the packaging of a cavalcade of obscure Japanese titles that no one in a reasonable state of mind would consider buying. But people do. There's a strange underworld to the fighting genre that cannot be satiated by the *Tekkens* and the *StreetFighters*. Shadowy ranks of console warriors disenfranchised by the popularity of such titles, who need finger-bending button sequences to execute the simplest of moves in order to appeal to

the subversive nature of their exclusive club.

While the likes of *StreetFighter II* and *Tekken* worked their way out of the arcades of Japan and forced themselves into mainstream respectability, even legend in the case of *StreetFighter*, *Mortal Kombat* has always been happy to plonk its apples on the table and make no bones about what it is or is not. It's not particularly deep and it's got a lot of blood in it. Not that either of these reasons would preclude it from establishing any sort of cult status. Its overriding and irredeemable fault was that it was red, white and blue, Mom's apple-pie, American-made through and through, which just wouldn't wash with serious beat-'em-up players. Well, that and the fact it wasn't very good. Then, just when



Test your strength by button-bashing to earn koins



you think you've got a handle on it, someone goes out and rethinks the whole thing. Damn you, Midway. Damn you to hell!

The most striking thing about the latest *Mortal Kombat* is obviously the graphics. From the iffy cardboard cut-out look of the digitised original to the by-numbers 3D of *MK4* it's never been the prettiest beat-'em-up, but *Deadly Alliance* changes that and actually manages to look rather sumptuous. Not that they couldn't have done more with it; the faces of the characters bruise and cut up as the fights go on, but why not other parts of their bodies? These guys are hitting each other with big swords for heaven's sake. Surely a nicked wrist or grazed elbow is as likely as a cut lip. Then there's the blood. Removing the babalities, animalities





and friendships and returning to the straight Fatality finishes of old is a clear indication of the developer's intention to make the whole experience darker and more sinister. But we continue to get outrageous plumes of the red stuff, arcing jets of it pumping high into the air and all over the floor, yet none of it sticks to the characters. These cartoony fountains of blood look a bit silly when a subtler approach would have created a far more brutal impression.

Luckily, the fighting itself is way more fulfilling than any of the previous games. The three fighting styles of each character don't offer as much variety as you might think, but linking styles together in combos is certainly a challenge in itself – not least since the GC's analogue shoulder buttons feel

spongy and irksome in a role more suited to digital buttons. However, the whole style, feels much more fluid than it ever did before. When you get the hang of circling opponents, reversals and such-like, it becomes much more of a tactical battle than the button bashing and special move repetition of old. Like any fighter, this is best in two-player mode. The arcade storylines get ever more ridiculous and the Konquest mode gets very old very quickly. You can't even go back and repeat it with the same character to relearn their combos, which is rather daft. Nevertheless, *Deadly Alliance* is a coming of age for *Mortal Kombat*. It's easily the best of the series and with enough depth to silence the franchise's many detractors.

MILES

LEARNING KURVE

A THIRST FOR KONQUEST

Besides Arcade and Versus, *Deadly Alliance* offers a third gameplay option in the form of Konquest mode. When first accessed, it guides you through the basics of character control with Sub-Zero, teaching you how to sidestep and manoeuvre around the arena of combat. You then get to choose which character you'd like to learn more about from those available (several need to be unlocked

in the Krypt before you can use them). There follows ten lessons outlining each character's combos and special moves, which you're required to perform before you can move on. A narrative accompanies each character's progress but since the actual mechanics of what you do are identical for each one, it becomes boring rather quickly. Still, at least it's a fairly easy way to earn Koin.



"FOUNTAINS OF BLOOD LOOK A LITTLE SILLY WHEN A SUBTLER APPROACH WOULD HAVE CREATED A FAR MORE BRUTAL IMPRESSION"

CUBE VERDICT

MORTAL KOMBAT: DA

THE GAME MORTAL KOMBAT FANS HAVE BEEN WAITING FOR



VISUALS

Pretty 3D backgrounds and nice character models, but the spurting blood is ludicrous



AUDIO

A blend of moody ambience, nu-metal and all the deep-voiced 'Outstanding'-type comments



GAMEPLAY

Doesn't have the depth of some beat-'em-ups, but still plenty to get to grips with



LIFESPAN

Over 600 secrets to unlock. The two-player mode will ensure it comes out of the closet regularly



ORIGINALITY

Combining fighting styles and weapon attacks for all characters give it a nice twist on the norm

ALTERNATIVE

This goes down as an alternative by virtue of being the only other decent 3D fighter on the 'Cube. Different... but the same.

SUPER SMASH BROS

Format: GameCube Reviewed: Issue 8.3 CUBE Rating: 8.3

2ND OPINION

FINISH HIM! "Takes the genre forward while still maintaining the classic gameplay of *MKII*. Quite simply the best beat-'em-up the GameCube has to offer."

CHANDRA

FINAL SCORE

8.6

MIDWAY FINALLY DELIVERS A MORTAL KOMBAT GAME THAT LOOKS AND PLAYS AS GOOD AS THE HYPE

CUBE

INFORMATION

X-MEN: NEXT DIMENSION

PUBLISHER: ACTIVISION

DEVELOPER: EXACT ENT

PRICE: £39.99

ORIGIN: US

PLAYERS: 1-2

MEMORY: 3 BLOCKS

STATS

■ OFFICIAL X-MEN LICENSE

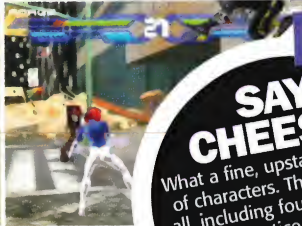
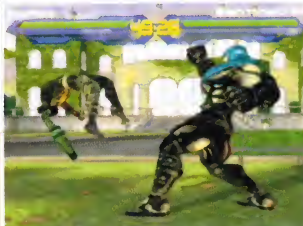
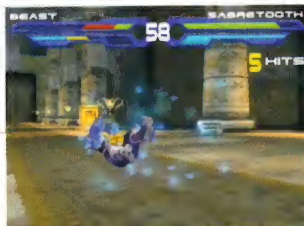
■ MULTI-TIERED ARENAS

■ 24 PLAYABLE CHARACTERS

■ DECENT STORY MODE

TOTAL X-MEN MOVIES X POSTERISE

OUT NOW TBA OUT NOW



The characters aren't as outlandish as they were in the comics

X-PEOPLE!

SAY CHEESE!

What a fine, upstanding bunch of characters. There are 24 in all, including four secret ones. Fans will notice they're based on their movie counterparts, not the comic book versions.



Wow! A beat-'em-up!

X-MEN: NEXT DIM



Good evening your majesty. I can see your pants from here!

Activision takes us to Dimension-X

UP TO NOW

the GameCube has been severely lacking in one department: the beat-'em-up. Yes, you can argue that *Smash Bros* is great, but it's hardly a serious fighter. *Capcom Vs SNK* is great for the 2D fans and *Bloody Roar* is above average but in all honesty, *Mortal Kombat* is the only one worth thinking about. Perhaps that's why Activision feels that it can palm us off with yet another un-optimised PS2 port. We're desperate, right? We'll lap it up, right?

X-Men: Next Dimension has an awful lot of potential — a whole host of amazing superheroes just begging to become part of a beat-'em-up. You

only have to look at *Capcom's X-Men Vs StreetFighter* games to see how it should be done, so why is it that every other *X-Men* fighter is average at best? Official licenses seem to have a disastrous effect on developers and publishers alike.

The biggest problem with *Next Dimension* is that it has nothing to make it stand out. The license could, and should have done that job, but it hasn't been utilised to its full potential. For example the character models are rendered well enough, but they could have been so much better. *Mortal Kombat* has set the standard by introducing sweating, bruising and breathing. *Dead or Alive 3* has set the standard

Capcom's classic 2D action still hasn't been surpassed



IT'S NOT ALL BAD

... BUT MOST OF IT IS

The trusty *X-Men* have had many videogame-based adventures over the years and most of them have been very average affairs. The only versions that really stand out are those that Capcom has been responsible for, ie *X-Men Vs Street Fighter* and *Marvel Vs Capcom*.

JUST ONE: Magneto. Give him to meeee. You'll recognise most of the characters if you saw the film or read the comics



JUST LIKE A FILM

LET ME TELL YOU A TALE OF WOE

The Story mode is the best thing on offer. Each battle happens for a reason, and in between brawls are extensive cut-scenes to explain what's happening. The basic storyline is that someone has leaked the location of the X-Men Academy to Magneto. Before you can say, "gosh, that's naughty", Magneto has a small army of evil X-iles on Xaviour's doorstep. Forge is kidnapped and secrets are torn from his mind. This, of course, is a bad, bad thing.



"MORTAL KOMBAT HAS SET THE STANDARD AND THIS DOESN'T COME CLOSE"

ENSION

for the character models themselves. by comparison, *X-Men* is generations behind. The mentality behind it is decidedly 32-bit, and this isn't just limited to the models either. Each character has one or two phrases, which are used over and over again. If the developers were having problems getting more official voiceovers they should have done their own. As it is the limited phrases are annoying and completely void of emotion. The arena backgrounds could have been done on the N64. It's great that you can smash your opponent into other areas, but that's hardly an innovation. *Killer Instinct Gold* did that and many 3D beat-'em-ups since have followed suit.

Yet another gripe comes with connecting attacks. You never really feel like you're hitting your opponent. Remember the weird feeling that *Street Fighter EX* had? Well, this is worse. You have to have some sort of indication that your primary attack has hit home so that you can choose to follow through with a combo. Here you're never really sure, so it's always a fifty-fifty gamble with the big combos.

When it comes down to it you have to ask yourself whether or not you're a big enough beat-'em-up/*X-Men* fan to hand over forty notes for an average game. *Mortal Kombat* is here now. Buy that instead.

CHANDRA

CUBE VERDICT

X-MEN: NEXT DIMENSION

A WASTE OF A PERFECTLY GOOD LICENSE



VISUALS

Nice enough character models but the textures are average and the spot effects are lame



AUDIO

Tedious catchphrases in the fights, but the cut-scene voiceovers are nicely done



GAMEPLAY

The fighting feels a little random at times, purely because of the connection problems



LIFESPAN

Beat-'em-ups always come down to the multiplayer, and there are better choices out there



ORIGINALITY

Does nothing new and far less than most other beat-'em-ups on the market

ALTERNATIVE

All the playability of *Mortal Kombat II*, presented in full 3D, with an awful lot of extra goodies chucked in.

MORTAL KOMBAT: DA

Format: GameCube Reviewed: Issue 15 TGN Rating: 86%



2ND OPINION

BAMF! "What we wanted was snickerty snick action, what we got was what we expected – another average fighter lacking soul, finesse or passion."

WILL

FINAL SCORE

5.6

LIKE MOULDY BREAD TO A HUNGRY PERSON. JUST HOW HUNGRY ARE YOU?

A Price On Your Head

FACELIFT

BOY YOU IS UGLY

The levels are filled with grotesque characters you may remember from the movies. Vent your frustration at the crapness of the new episodes with violence

CUBE

➔ INFORMATION

STAR WARS: BOUNTY HUNTER

PUBLISHER: ACTIVISION

DEVELOPER: LUCASARTS

PRICE: £39.99

ORIGIN: US

PLAYERS: 1

MEMORY: 3 BLOCKS

➔ STATS

■ MASSIVE ENVIRONMENTS

■ PLAY AS JANGO FETT

■ THE SECOND EPISODE 2 GC TITLE

■ IT'S STAR WARS!







 OUT NOW
  OUT NOW
  OUT NOW

STAR WARS BOUNTY

Step into the shoes of the feared Jango Fett in a darker thriller

AFTER THE

slightly lighter tone of *Episode One*,

George Lucas promised that *Episode 2: Attack Of The Clones* would provide fans with a much darker and disturbing cinematic experience where the lines between good and evil were blurred and we would be introduced to some powerful new Jedi enemies. The finest character to emerge from the movie was Jango Fett — obviously the name Fett holds a special place in the hearts of most *Star Wars* fans, Boba Fett being one of the best loved icons of the original trilogy.

Now *Bounty Hunter* puts you in the shoes of the brooding Jango. As the game opens, The Galactic Republic is in severe jeopardy with

corruption rife throughout the Galaxy. A cult known as the Bando Gora is leading the way and once Darth Sidious realises that his own plans are being threatened by this new power, he gets Count Dooku (or Darth Tyranus as he is now known) on the case. Dooku instantly places a magnificent Bounty upon the head of the Bando Gora's leader, knowing that any hunter capable of taking out this threat would be the perfect template for Sidious' Clone Army.

Jango Fett is hardly one to ignore an opportunity to gain untold riches and so his treacherous journey begins — but will it lead to fortune or destruction? That my friends, is up to you...

PIZZA THE HUTT: No *Star Wars* adventure would be complete without the appearance of a Hutt — and they are as devious and slimy as always.



"MANY OF THE CITYSCAPES HAVE EXTRA AREAS THAT CAN ONLY BE DISCOVERED USING JANGO'S JETPACK"



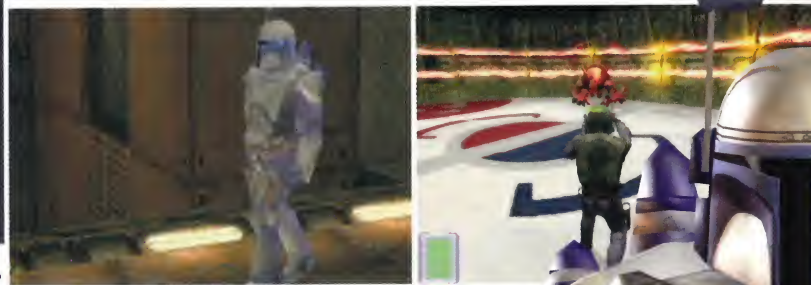
Everyone thinks Jango looks cool, but you wouldn't wear his outfit to a disco, would you?



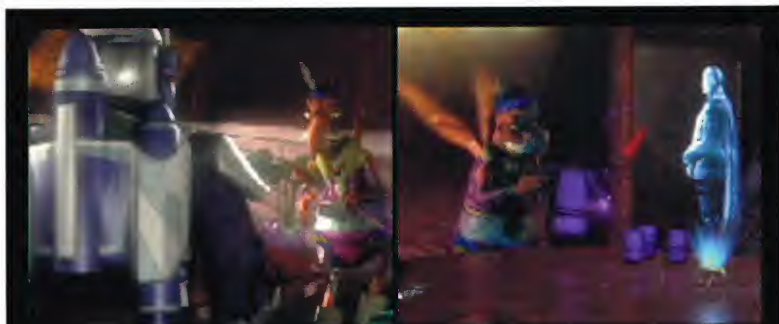
CATCH ME IF YOU CAN

THERE'S A PRICE ON THAT MAN'S HEAD — A GUID

As you rattle through the adventure, you can choose to merely attempt to get to the end of the level, ignoring all the characters you come across along the way, or you can give them a quick blast with your weapon. However, being a successful Bounty Hunter is sometimes about keeping these felons alive. Using Fett's scanning system you can lock on to every individual and find out whether or not they're worth any cold hard cash. Then you simply tag them and the reward is yours. Those players who are particularly trigger-happy should note that most prey is 'Wanted Dead Or Alive', so you can still annihilate them if you so wish. It takes skill to master the scanning equipment though, as whilst you're scanning an innocent man, there may well be a criminal behind you getting busy with a blaster.



HUNTER



NEW FACES

MEET THE NEW BOSS: SAME AS THE OLD BOSS

Whilst the main characters here are obviously Jango Fett and the dark figure of Count Dooku, *Bounty Hunter* also expands upon the cast list with some familiar species types. Throughout the story you'll encounter various Ree-Yees, Ugnaughts and Gamorrean Guards that will keep fans more than happy. Our favourite new face is Rozatta, a female Toydarian (the same species as Watto from Episode One) who owns Outland Station, an expansive space outpost which holds regular underground tournaments — seems Watto is not the only Toydarian to be keen on a bit of gambling though. Rozatta is always looking out for Jango's interests, probably because she knows there's money to be made if his quest is a success.



Ancient weapons and hokey religions are no match for a good blaster at your side, kid



HOW MUCH MORE BLACK COULD IT BE?

THE ANSWER IS NONE... NONE MORE BLACK

If the action at the start of the game leads you by the hand and guides you easily into the adventure, not only does *Bounty Hunter* get incredibly difficult later on, but the action becomes darker and much more twisted. Eventually Jango will be faced with hordes of evil creatures who will all dive upon him

hindering his escape and it takes a lot of powerful weaponry to get away. By this point you're creeping down almost pitch black corridors and sneaky foes can jump out at you at any time. Those players of a nervous disposition might want to play this bit with the lights on.

 Jango presents his credentials with a hail of laser fire. I say!



THIS IS MY REWARD

FANATICS — GET YOUR SECRETS HERE!

As you work your way through the main game, there are many special treats to be unlocked. For years there's been a huge market for comics starring *Star Wars* characters, and *Bounty Hunter* is hiding a huge gallery of iconic covers which can be unlocked. Check out the extras section after finishing each level to see the excellent artwork you've earned. There are also plenty of design sketches hidden away too, so those who want to know how a game like this goes from the drawing board to the store shelves should give these a look.



COMMENT

LucasArts needs to be applauded for not simply going down the 3D platformer route with Anakin out to save the galaxy. Playing as Jango Fett certainly gives the game a more adult edge straight off the bat — and no Jar Jar Binks in sight!

There's a certain free roaming element at work in the game's dynamic rather than a simple 'get from A to B' quest. Each of the environments is massive and if you're attempting to get the maximum amount of bounty then you'll have to make good use of Jango's collection of gadgets to get to hidden areas — it's amazing what you can discover if you get out the wirecutters for example. The problem with the massive scale of the cities is that less time has been taken to make each area

look distinctive so for much of the game you'll find yourself accidentally travelling round in circles when what you thought was an unexplored area was in fact where you started from. This can get extremely frustrating. In later levels many of the cityscapes have extra areas that can only be discovered using Jango's famous jetpack. The problem with this piece of kit is that often it will give you a quick burst of power and then run out over a particularly deep ravine, plunging you to certain death.

Bounty Hunter's design ensures that even the most inept of players should be able to conquer the first few levels without any major problems. The control system soon becomes intuitive and once you've learned how to lock on, you should have little trouble

CHILLER THRILLER: Can there be anything more scary than a perfectly pixelated Christopher Lee? Well here he is in all his Dooku glory.



HELMET

PUT IT BACK ON!

Whilst he may look dark and chilling with the outfit on, once Jango takes off his helmet, he's revealed as a slightly nerdy everyman. Bah!

CUT! ROLL THAT FILM BACK!

HEY, EVEN PIXELS OCCASIONALLY MAKE ERRORS

In recent years, one of the most popular cinema rituals is to present out-takes from the movie during the end credits. With their animated features, Pixar began the tradition of out-takes that included computerised characters, either Woody and Buzz in *Toy Story* or Mike and Sulley in last year's brilliant *Monsters Inc.* Now LucasArts has adapted the idea and if you venture into the extras section you can watch the seemingly serious cast hamming it up for the camera. Whether you want to see a man getting his head slammed in a door, or even Rozatta making some cheeky gags, it's all here to enjoy. It's good to see even the serious *Star Wars* team having a sense of humour!



"THIS IS ONE GAME THAT TRULY TAKES ADVANTAGE OF THE SURROUND SOUND OPTION"

CUBE VERDICT

BOUNTY HUNTER

AN ADVENTURE THAT WILL KEEP FANS HAPPY FOR A WHILE



VISUALS

Excellent cutscenes add a great deal of atmosphere. Expansive and detailed environments



AUDIO

C'mon, it's *Star Wars*! When you hear that stirring theme you'll know you have to turn it up loud



GAMEPLAY

You're not just running around blasting things — there's some mapping and puzzling too



LIFESPAN

A reasonable challenge is on offer, but once you've been through it you won't come back



ORIGINALITY

There's nothing here that you haven't seen before, aside from playing as Jango, of course

ALTERNATIVE

The finest *Star Wars* game yet and one that really showed what the GameCube is capable of. A must in every man's collection.



ROGUE LEADER

Format: GameCube Reviewed: Issue 6 TGN Rating: 9.1

2ND OPINION

FETTISH! "For many of us growing up, everything connected with *Star Wars* was magical. *Bounty Hunter* isn't bad, it's just another undistinguished cash-in"

MILES

FINAL SCORE

6.9

PASSABLE THRILLS BUT DOESN'T PROVIDE MORE THAN A SHORT-TERM FIX FOR *STAR WARS* ADDICTS

getting rid of anyone who stands in your way. Changing between weapons or items proves slightly tougher though since the action is often far too frantic for you to grab that much needed pistol. This is where the Bounty Hunter aspect of the game falls down somewhat — due to the sheer volume of enemies, often it's easier to simply blast your way through than to stop and discover if any of them have a decent price on their head.

Each level is filled with *Star Wars* favourites, many of whom are merely there as background entertainment. There's something twistedly satisfying about shooting at the C3-PO style droids and watching their circuits fry — who cares if it's not a part of the main adventure, it's fun nonetheless.

The sonics during *Bounty Hunter* are excellent. Be it the gunfire erupting all around you as you take to the streets, or the classic theme tune, which still manages to send a shiver down the spine, this is one game that truly takes advantage of the Surround Sound option.

The main problem with *Bounty Hunter* is that it won't be long before you've seen everything the game has to offer, and it's not the sort of adventure that you're likely to want to play through more than once.

Overall, if you're a *Star Wars* addict, you could certainly do much worse than this, provided you're not expecting anything earth-shatteringly original. The big question we must ask though is: can't we have *Rogue Leader 2* now, please?

KENDALL

Suck this!

BLOOD OMEN II

Buffy, Buffy, who the bleep is Buffy?

WHEN LEGACY

of Kain made its appearance as a fairly unremarkable pseudo-isometric adventure on the PSOne a few years ago, few could have predicted the cult following and profusion of sequels it was to generate. Most games these days tend to get a sequel as a matter of course, but when a series is extended beyond the second installment, it's usually for one of two reasons: The original was

genuinely brilliant (*Resident Evil*, *Tomb Raider*), or the marketing department is able to convince people that it's cool even though it isn't (*Mortal Kombat* (*Deadly Alliance* notwithstanding), *Crash Bandicoot*). Not so with *Legacy of Kain*, which owes its rise from obscure PlayStation adventure to Triple A, multi-format stardom to an engrossing storyline that fired the imagination of all who played it. The simple truth is that vampires are cool. There's a certain campness about the way we view them traditionally, but this is offset by the fact they are supremely evil and therefore not foppish or wimpy in any way — we're not talking about Buffy here.

CUBE

INFORMATION

BLOOD OMEN II

PUBLISHER: EIDOS

DEVELOPER: CRYSTAL DYNAMICS

PRICE: £39.99

ORIGIN: US

PLAYERS: 1

MEMORY: 1 BLOCK

STATS

- BE A VAMPIRE
- 'DARK GIFT' SPECIAL ABILITIES
- PLAY THE BAD GUY
- GREAT STORYLINE

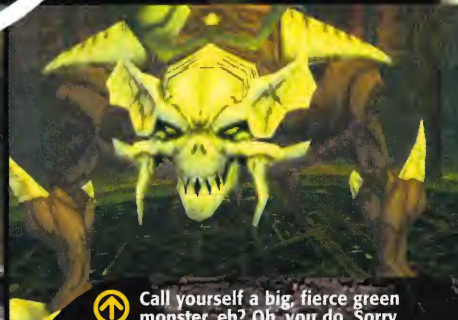
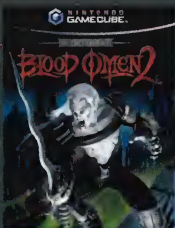
CRYSTAL DYNAMICS MOVIES X 20th CENTURY FOX PICTURES

OUT NOW TBA OUT NOW

BLOODY NORA

Instead of biting the neck in traditional style, Kain sucks the blood from his victims' chests. It's somehow not as satisfying as getting up close and personal though

THIRSTY?



Call yourself a big, fierce green monster, eh? Oh, you do. Sorry

Forget those lameoid MTV generation vampires with boy-band haircuts who get unconvincingly beaten up by 16-year-old girls on a weekly basis. They're not real vampires. We're talking medieval castles, screaming in the night and cathedrals of blood. A river of pain flowing through a black valley, silk capes, thunderous orchestral music and well... you get the idea.

It's the inherent attraction of the subject matter that continues to make *Legacy of Kain* games more engaging than, perhaps by rights, they should be. As suggested earlier, the originals weren't particularly inspiring in their gameplay. *Soul Reaver* was actually very good, but the much-hyped *Soul Reaver 2* was horribly rushed and therefore a great let down.

After that inauspicious episode, *Blood Omen II* is a return to form of sorts, albeit six months on from the PS2 and Xbox versions. At least Eidos have used the time to jazz the 'Cube conversion up... er, oh no they haven't. What you're getting is in fact a straight port of the Xbox game. You take control of Kain on a mission of vengeance, which basically involves working

your way from one end of each (largely linear) location to the next, sucking the blood of mortals and scrapping with the occasional boss-type character.

Kain has some special abilities to make things more interesting, such as the ability to glide through the air and land silently behind unsuspecting victims. Others are acquired as you progress through the game. For more details, check out the Dark Gifts box.

Atmospheric cut scenes are well acted, which helps to immerse you in the story and drives it along, although the character movement isn't always terribly convincing. NPCs tend to move between very distinct waypoints, which looks unnatural and Kain himself appears to glide over the ground rather than actually walking upon it.

Graphically it certainly won't win any awards, but the surroundings are suitably gothic and provide a convincing setting for the bloodthirsty business at hand. As in previous games, the gameplay itself is derivative and lacks sparkle, but the ambience has an appeal of its own.

MILES



THE DARK GIFTS

GIMME THE PRIZE!

During his adventures, Kain will acquire abilities to aid him in his quest. Charm for example, enables him to take control of other characters and have them perform tasks he can't carry out himself, while Mist allows him to turn invisible in order to sneak up on victims. The combat system also helps to stave off any monotony, as you have to think about blocking as well as attacking. The peasants, who wander the levels, won't put up much of a fight but later on you'll have to get quite adept as you take on increasingly tough bosses and guards. Innocent bystanders should not be undervalued however, as drinking their blood tops up your health bar, so it's a good idea to keep them alive until you need them. Ooh, the feeling of power.

I'M A BAD MUTHA: Although the *Legacy of Kain* series has been around for some time, the idea of playing the bad guy is still relatively recent.



⤴ You told me you'd be home by six. Your dinner's in the dog and I'm going to me mum's!

THE LEGACY CONTINUES

HOW DID WE GET HERE?

Blood Omen II is the fourth game in the *Legacy of Kain* series but, as is the fashion these days, it's suddenly gone out of chronological synch. In the same way that *Resident Evil* flits too and fro between time periods, *Blood Omen II* is set after the events of the original game, but before the follow-up *Soul Reaver*. Having started out as a nobleman

who was turned into a vampire at the start of the original game, Kain awakes in the opening scene of *Blood Omen II* some 400 years after the events of the original took place. In the intervening centuries, the vampires of the land of Nosgoth have been obliterated or enslaved. This inflames Kain's demonic ardour and pre-empt the adventure to follow.

"FORGET THOSE LAMEOID MTV VAMPIRES WITH BOY-BAND HAIRCUTS WHO GET BEATEN UP BY GIRLS"

CUBE VERDICT

BLOOD OMEN II

⤴ NICELY BROODING BUT DATED-LOOKING VAMPIRE ACTION



VISUALS

The backdrops range from moderate to good and the characters look fine, but nothing special



AUDIO

Some top-notch voice acting and plenty of eerie effects establish an apt aural experience



GAMEPLAY

Gets repetitive, but the special 'dark gifts' offer a few extra twists along the way



LIFESPAN

Not much replay value here, but fans of the *Kain* series will want to complete it



ORIGINALITY

Not much to speak of. Take away the vampire setting and it's just another 3D action adventure

ALTERNATIVE

Not quite on the same page in style of play, but if it's sinister gothic horror and blood you want, this is simply sensational.



ETERNAL DARKNESS

Format: GameCube Reviewed: Issue 12 TGN Rating: 9.3

2ND OPINION

SUCKER! "As a big fan of the PlayStation original I'm a little upset that the execution isn't quite there. This could have been so much more."

GARY

FINAL SCORE

7.7

ABSOLUTELY NO IMPROVEMENTS FOR THE CUBE VERSION, BUT A COOL ADVENTURE WITH VAMPIRES

CUBE

INFORMATION

LEGENDS OF WRESTLING 2

PUBLISHER: ACCLAIM

DEVELOPER: IN-HOUSE

PRICE: £39.99

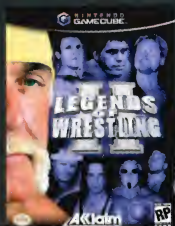
ORIGIN: US

PLAYERS: 1-4

MEMORY: 3 BLOCKS

TOTAL 100% 100% 100% 100% 100% 100%

FEB '03 TBA OUT NOW



Lord Of The Rings it ain't



LEGENDS OF WRESTLING 2



Wannabe wrestlers – put your bitch tits away. This fight club sucks...

THE INITIAL

instalment of *Legends of Wrestling* scored a paltry 4.7 back in issue 7 of **CUBE**. Can Acclaim come back from the drubbing they received to claim, in true wrestling style, an unlikely and crowd-pleasing victory? Well, in a word (or rather a few words) – no, no, no and... NO!

Legends of Wrestling 2 is plodding, lacks fun, requires little skill and offers no real incentive for continued play. Then again, if you're after an accurate portrayal of the world of lycra-clad 'sports entertainment', it's great. For example the intelligence of real-life wrestlers is uncannily replicated. In a match of more than two opponents the others will always, as in real life, stand around looking vacant or confused. This same level of detail

is also evident in the range of moves and their execution. You know how real-life wrestlers waddle around and unconvincingly slap each other, stamping on the fallen but rarely making much real contact? *Legends of Wrestling 2* does exactly the same. The collision detection is scrappy and despite the spilt blood there's little sense of damage to be felt.

Finally, adding to this lack of immersion, are wrestlers that move with a constipated hobble that lends a clumsy and forced pace to proceedings, which is also irritatingly similar to the real thing.

Obviously this review is not from the point of view of a wrestling fan, but then, whatever you think of men in tights, *Legends of Wrestling 2* is painfully bad.

BYRON



CUBE VERDICT

LEGENDS OF WRESTLING 2

YET ANOTHER WRESTLING GAME TO FORGET ABOUT



VISUALS

Reasonable when they're static but not so good on the move.



AUDIO

Rawk and wrasslin – a harrowing aural travesty of noise.



GAMEPLAY

Far from refined, but a little more advanced than button bashing.



LIFESPAN

The game's crap so you simply won't bother playing it.



ORIGINALITY

It's 2003 and we're granted another bloody dire wrestling game (yawn).

FINAL SCORE

4.0

LEGENDS OF WRESTLING 2 IS AT ITS BEST WITH YOUR GAMECUBE TURNED OFF.

CUBE

INFORMATION

WRECKLESS

PUBLISHER: ACTIVISION

DEVELOPER: BROADSWORD INT

PRICE: £39.99

ORIGIN: US

PLAYERS: 1-2

SEASONS: 22 BLOCKS

TOTAL 100% 100% 100% 100%



OUT NOW

TBA

OUT NOW



Smash and drive

WRECKLESS

THE YAKUZA MISSIONS

That's a fancy crudely-rendered car you've got.



Let's forget this ever happened...

WHY? TO

be perfectly honest it would be more than adequate to start and end the review with that one word. But, for Activision's sake, we'll justify it with a few more.

About a year ago *Wreckless* appeared on the Xbox. Although the gameplay was non-existent, the game managed to make a name for itself by looking utterly astonishing. Now Broadsword Interactive has been so nice as to bring a version to the GameCube, but there's still no gameplay and, to top it all off, it looks worse than *Smashing Drive*.

Wreckless sees you patrolling the streets as part of the local police force. Your vehicle has a licence to smash everything and anyone in its path in the name of cracking down on the Yakuza (the local mob). This

may involve ramming their vehicles in order to protect a bus, smashing more items than your opponent or simply destroying the entire Yakuza mob in the allocated time. Whatever the mission, the same problems rear their heads. The gameplay is dire; you don't even want to see what the second mission is, let alone get to the end of the first. The graphics are atrociously bad – perhaps the worst on the GameCube. The music and sound effects are thin, derivative and forgettable. Normally you try to focus on the positive elements, but *Wreckless* really doesn't have any.

If you want to drive around at high speed smashing things up along the way, buy *Burnout*. Don't even look at this.

CHANDRA

"GAMEPLAY IS NON-EXISTENT AND IT LOOKS WORSE THAN SMASHING DRIVE"

CUBE VERDICT

WRECKLESS

→ TERRIBLE TO PLAY, WATCH OR LISTEN TO...



VISUALS

Dull, lifeless and painfully simplistic. The worst looking game on the GameCube.



AUDIO

An absolute insult. It's a surprise the developers didn't decide to code it in mono.



GAMEPLAY

It was never there in the first place and no effort has been made to change that.



LIFESPAN

Will last about two minutes before you kill the person who sold it to you.



ORIGINALITY

Drive around and crash into things – so many other games do it so much better.

FINAL SCORE

2.4

SOUND THE ALARMS, WE HAVE A WINNER HERE! THE WORST GAMECUBE GAME SO FAR.

Another pointless cash-in. yay!

MINORITY REPORT

CUBE

INFORMATION

MINORITY REPORT

PUBLISHER: ACTIVISION

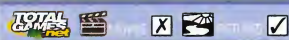
DEVELOPER: TREYARCH

PRICE: £39.99

ORIGIN: US

PLAYERS: 1

MEMORY: 4 BLOCKS



OUT NOW

TBA

OUT NOW

© 2001 ACTIVISION



Movie inspired, but hardly inspiring...

CONSIDERING

the epic budgets and war-like strategic planning that can go into the making of a blockbuster, it's strange how movie studios are so rabidly eager to sully people's memories of their films with lame videogame tie-ins. It's an age-old recurrence of profit taking precedence over creativity with developers licensed to bash out any old piece of shovelware so long as it loosely resembles events from its celluloid 'inspiration'. As you've probably guessed, *Minority Report* is a prime example of this sorry practice.

For a game based on the writings of futurist Phillip K Dick, *Minority Report* is surprisingly dated. Coded by Treyarch of *Spiderman* fame/shame, *Minority*

Report is essentially a straightforward and linear trawl around vaguely familiar scenarios from the film, requiring little thought other than bashing at the buttons to attack, or flipping switches to progress. In addition to this run, jump, fight and shoot mechanic there's a jetpack to be flown, but such peripheral activity does little to lift the game above the mildly competent yet ultimately dull affair that it is.

Whilst the visuals are reasonable, as are the controls, range of combos and weapons on offer, an errant camera and generally undistinguished feel to proceedings renders *Minority Report* impossible to recommend in any way.

BYRON

"A STRAIGHTFORWARD AND LINEAR TRAWL AROUND VAGUELY FAMILIAR SCENARIOS FROM THE FILM"

CUBE VERDICT

MINORITY REPORT

→ VERY LITTLE DISTINCTION OTHER THAN THE LICENSE



VISUALS

One or two nice touches but does little to push the Cube



AUDIO

Just like the rest of the game, the sounds are okay



GAMEPLAY

Plain, simple and slightly better than lacklustre



LIFESPAN

There are 40 levels but you won't feel the need to see them



ORIGINALITY

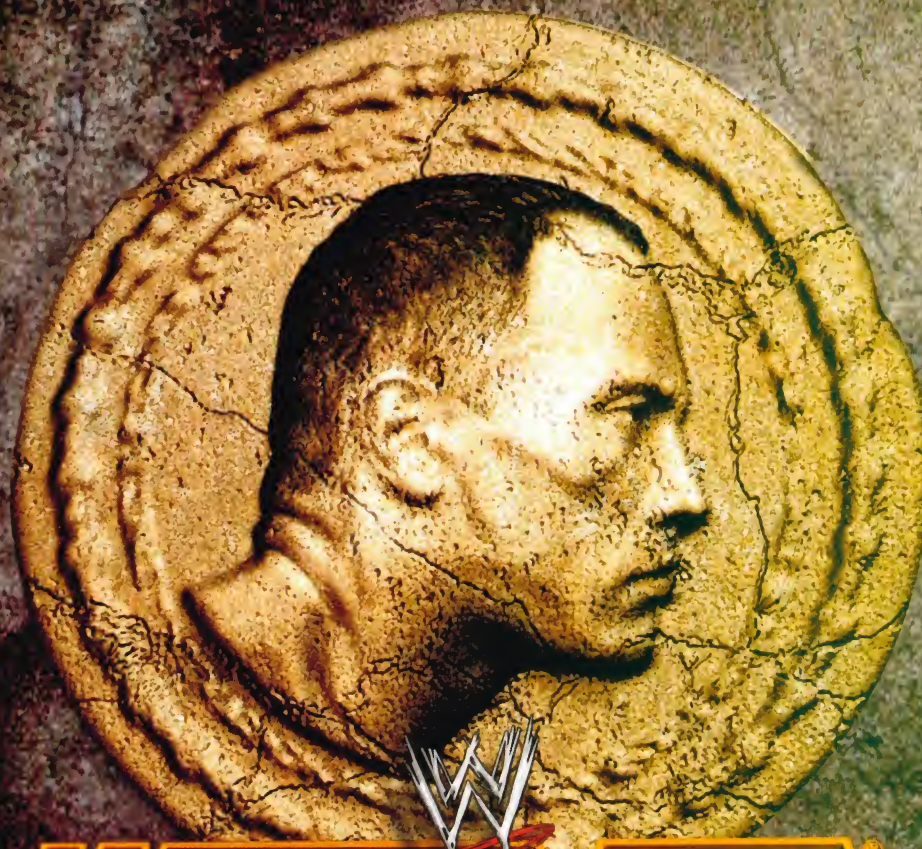
A real-by-the-numbers kind of game with no innovation at all

FINAL SCORE

5.0

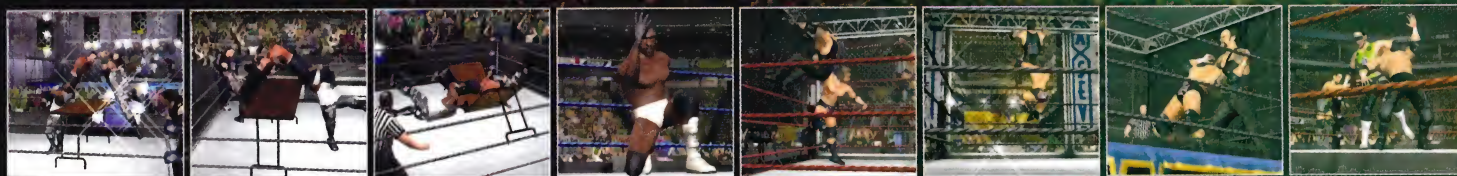
DEEPLY AVERAGE AND IN ALL HONESTY MINORITY REPORT IS NOT EVEN WORTH RENTING

SHOWCASE OF THE IMMORTALS



WRESTLEMANIA X8

THE LEGACY CONTINUES



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CUBE

INFORMATION

SONIC MEGA COLLECTION

PUBLISHER: SEGA

DEVELOPER: SEGA

PRICE: £49.99

ORIGIN: JAPAN

PLAYERS: 1-2

MEMORY: 2 BLOCKS

STATS

SEVEN GAMES TO START WITH

TWO EXTRA GAMES TO UNLOCK

FIVE MOVIES

DOZENS OF ILLUSTRATIONS

OSTAL MUSIC MOVIES X PICTURES

SPRING '03 OUT NOW OUT NOW

SPRING '03 OUT NOW OUT NOW



Party like it's 1991!



↑ Sonic is probably thought of more fondly now than he was in his heyday

SONIC MEGA

How much 16-bit *Sonic* action can you stomach?

ALONG WITH

Mario and Pikachu, Sonic remains one of the most famous videogame characters there is. Where did the 'hog's illustrious career begin? On SEGA's 16-bit Mega Drive of course, and where is Sonic now? On our beloved 'Cube!

Sonic Mega Collection is billed as a compendium of seven titles starring Sonic. In fact, it's a bit more than that. Besides perfect versions of *Sonic the Hedgehog 1*, *2* and *3*, *Sonic & Knuckles*, *Sonic 3D*, *Sonic Spinball*, and *Dr. Robotnik's Mean Bean Machine* — there are also extra games such as *Flicky* and *Ristar* stowed away on the disc. As this is a collection of games that were released in the last decade (or in the case of *Flicky*, during the 80s) it's quite likely that you'll have played at least a few of them before. Still, each deserves a brief re-evaluation as they're being repackaged and resold by SEGA. So, how do the key games fare in today's world of fancy 3D?

Sonic the Hedgehog was the game that jumpstarted SEGA's assault on the home

console business, and the reasons for its success — silky smooth visuals, lightning quick gameplay and supersonic cool — remain as obvious today as they were in 1991. *Sonic 2* is perhaps a superior game to the original, although some would argue that it lacks the magic feel of *Sonic the Hedgehog*. *Sonic 3* on the other hand, is as disappointing today as it was back in the day. Then there's the Travellers' Tales-developed *Sonic 3D*, which plays a weird game of isometric platforming.

Sonic Spinball and *Dr. Robotnik's Mean Bean Machine* are the real gems in the collection. The former is one of the most imaginatively designed pinball games this side of NCL's *Pokémon Pinball*, and *Mean Bean Machine* is essentially a *Robotnik/Eggman*-themed version of Compile's all-time great puzzle game *Puyo Puyo* which, for all who've played it — and therefore become addicted to it — will be well and truly sufficient information. Finally, there are *Flicky* and *Ristar*. The former is based on the Mega Drive conversion of an early arcade platformer, a contemporary of *Mario Bros* (not *Super*), the latter is a 16-bit Sonic Team platformer that plays and looks great. Along with *Sonic the Hedgehog*, these are the good guys of the collection.

Is *Sonic Mega Collection* good value for money then? Yes it is — and jolly good value at that. It's a collection that contains several outstanding relics from Sega's 16-bit legacy, and a whole load of extras to quench the thirst of SEGA fans and retro junkies alike. You really can't go wrong with this one.

JONTI

WAS DEVELOPED BY COMPILE AS AN OFFICIAL PUYO PUYO CLONE

NOW SHOWING: There are a few movies in *Sonic Mega Collection*; the history of Sonic and footage of *Sonic Advance 2*.

TIME 0:42
RINGS 34
"OUTSTANDING
RELICS FROM
SEGA'S 16-BIT LEGACY"



COMIC BOOK MARATHON!

THE COMIC-BOOK STORE GUY WOULD LOVE THESE

Because *Sonic Mega Collection* looks back to the old days for inspiration, Sega has wisely included artefacts other than games to round out the package. Many of Archie Comic's old *Sonic the Hedgehog* comic book covers are preserved here. There's also a decent selection of illustrations to view, ranging from character artwork to promotional materials. Another nice touch is the inclusion of each game's original manual which, like the comic books, can be freely perused. And, finally, Sega has seen fit to include some *Sonic*-related movies. These show footage of pretty much the entire series, right up to *Sonic Adventure 2* and *Sonic Advance 2*. Shame there's nothing to promote *Sonic Adventure 3*, but perhaps it's a bit early for that.

P1 3 1,890,000

CODIFY

ORIGINAL
There are three different versions of the classic original *Sonic* game. By inputting codes you can cycle between the US release, the first Japanese version and the Japanese re-release.

OPTIONS

GAMES



COLLECTION

FUN FOR TWO

A PLEASURE SHARED...



Although *Sonic* games tend to be predominantly single-player-oriented, there are also some great two-player games in *Mega Collection*. In *Sonic 2*, you can race through the game's levels against a friend in a horizontal split-screen mode. *Sonic 2* was way ahead of its time, as this kind of thing is basically what didn't end up happening in *Super Mario Sunshine* — top stuff. *Sonic 3* offers some special two-player stages to play through, in a similar format to *Sonic 2*. Two players can also play *Sonic Spinball*, not simultaneously but in turns, which makes for good hi-score competition. Finally, there's a superb two-player versus mode in *Dr. Robotnik's Mean Bean Machine*. This part could alone provide many hours of top-drawer gameplay. Ahhh, it takes us back to the good old days... or something.

CUBE VERDICT

SONIC MEGA COLLECTION

A COMPREHENSIVE COLLECTION OF GREAT SONIC TITLES



VISUALS

Most of the games here continue to look great, ten years on



AUDIO

Super-catchy music. Some of Sonic Team's best 16-bit tunes are on this disc



GAMEPLAY

The original *Sonic* game still shines. *Spinball* and *Dr. Robotnik's Mean Bean Machine* are timeless



LIFESPAN

Most of the games here will last longer than many full-price single-game releases

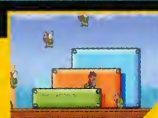


ORIGINALITY

Back in the day these were innovative releases, but in 2003 they're nothing of the sort

ALTERNATIVE

The Best Value Game Cartridge of All Time™. It contains the ultimate versions of *Super Mario Bros. 1, 2* and 3. Awesome!



SUPER MARIO COLLECTION

Format: SNES

Reviewed: N/A

TGN Rating: N/A

2ND OPINION

SONIC BOOM! "The ultimate collection of SEGA's past gems. A good game is always a good game and there's no better example than this."

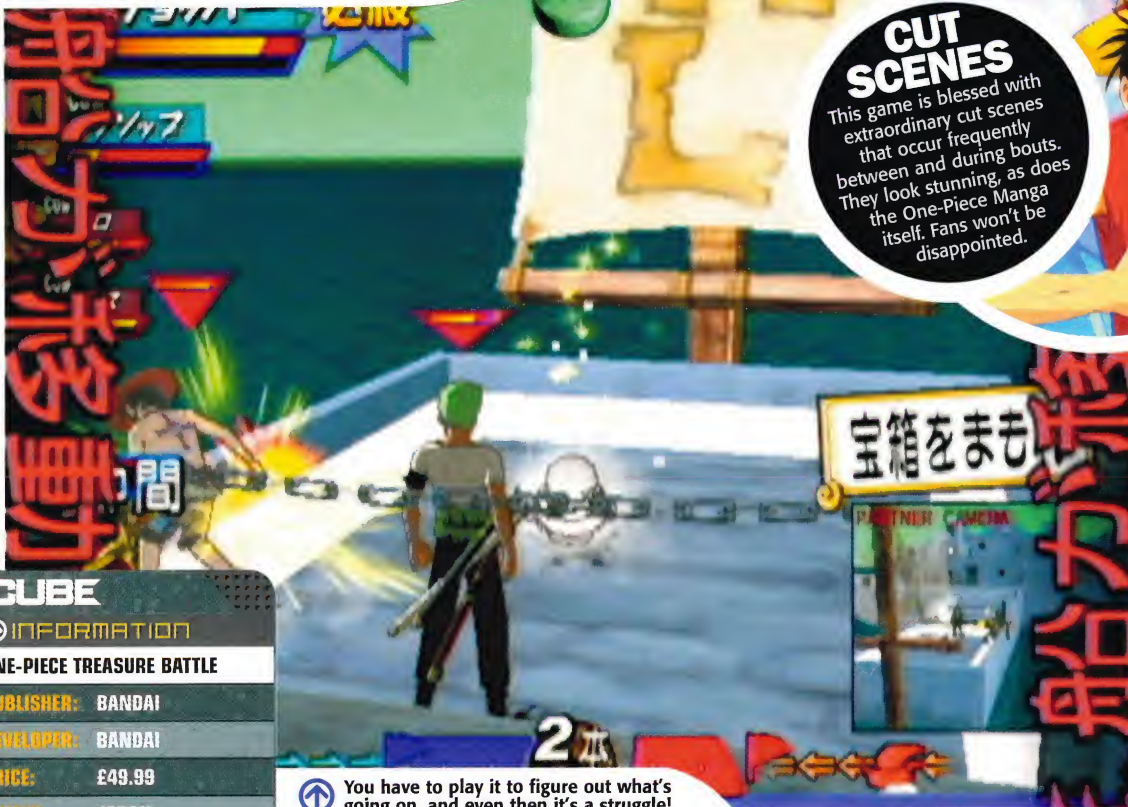
CHANDRA

FINAL SCORE

8.0

A SPLENDID COLLECTION OF RETRO SEGA GAMES RANGING IN QUALITY FROM DECENT TO CLASSIC

X marks the spot



CUT SCENES

This game is blessed with extraordinary cut scenes that occur frequently between and during bouts. They look stunning, as does the One-Piece Manga itself. Fans won't be disappointed.



Red TEAM COM



You have to play it to figure out what's going on, and even then it's a struggle!

ONE-PIECE TR

CUBE

INFORMATION

ONE-PIECE TREASURE BATTLE

PUBLISHER: BANDAI

DEVELOPER: BANDAI

PRICE: £49.99

ORIGIN: JAPAN

PLAYERS: 1-4

MEMORY: 4 BLOCKS

STATS

20 CHARACTERS TO PLAY

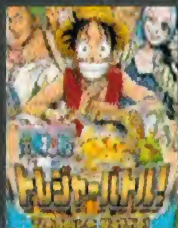
SEVEN PARTY GAMES

290 CARDS TO COLLECT

FOUR DIFFICULTY LEVELS

TOTAL FIGHT MOVIES X PICTURES

TBA OUT NOW TBA



Okay... it's a giant cat, with scales, that lives in the sea. If in doubt, say what you see

From TV Animation on Japanese cable networks, Ladies and Gentlemen...

WHEN A game has a main character called Monkey D. Luffy, you know it's just a bit off the wall. Indeed, *One-Piece Treasure Battle* is a strange one. Partly treasure hunting, partly comic Kung Fu fighting or goal-based racing, cel-shaded and based on the most Japanese of Japanese animation series — this is everything you could imagine, and much more...

First of all, let's just try to define this wacky piece of code. How about this: treasure hunting with extra party games and a strong card collection element. Yes, that's

about the size of it. So how does it actually gel together and play? Well, as a one-player pursuit *One-Piece Treasure Battle* plays strongly on the need to collect cards in order to unlock such extras as new characters and new stages. To drive the game forwards in single-player mode you must battle with opponents by making good use of your character's inherent kung fu skills and, when called for, you must hunt for, pinch and reclaim treasure.

Thankfully, *One-Piece Treasure Battle* offers much in the way of

"KUNG FU SURVIVAL SEES YOU WHACKING OTTERS INTO THE ARCTIC WATERS"

GAMES HAVE BEEN RELEASED ONLY FOR THE PSONE.

BRAND NEW: *One-Piece* is a strong animation brand in Japan. You'll find anything from *One-Piece* products to the animated series on which *Treasure Battle* is based.



A PARTY ONE-PIECE

GET TOGETHER AND GO MAD

One-Piece Treasure Battle is first and foremost a fun party game. Like *Monkey Ball*, it features quite a few different types of game in its ensemble of Party modes, the highlights of which are as follows: *Treasure Battle* sees two teams of two battle for possession of a treasure chest, which they must attempt to hold at their respective bases. In practice, this mode plays similarly to capture the flag games in first-person shooters. Soccer is also a two-on-two affair. More bizarre than anything else is Kung Fu Survival mode, which places four players on an iceberg, inhabited by otters. The aim of this mode is to whack as many otters into the arctic waters as possible, all the while maintaining your position on the slippery ground, which is probably the highlight of the whole game.



There's a chest — bound to be full of treasure. So where's this battle then?

PLAY WITH A POKER FACE

CARD COLLECTION IS WHERE IT'S AT

For fans of *One-Piece* games and the animation on which they are founded, *Treasure Battle's* card collection feature will be a big attraction. There are around 290 cards to collect and each one contains information and a picture of a character from the series. There are special decks to collect and there are cards that give access to special features (soundbites and cut scenes, for example). What's more, cards can be inserted into a slot machine in the hope of winning other

cards, especially those that are hard to obtain through the normal route. And what is the normal route, you ask? Simple. Win a Treasure battle against the CPU in Scenario or Match Up mode and you'll obtain that card. You'll also be given the chance to continue battling — the further you progress, the greater your chances of winning cards from later decks. Even if you're not the world's greatest *One-Piece* enthusiast, this aspect of the game is quite engrossing.

EASURE BATTLE

multiplayer options. It is in actual fact a far better party game than it is a solo adventure. This is partly because the objectives in the game, however weird, are actually quite repetitive. *Treasure Battle's* multiplayer strength is also accentuated by the slapstick nature of its gameplay. Comic fighting action constitutes a large part of what *Treasure Battle* has to offer, and it offers a lot, especially to fans of madcap multiplayer action games such as Capcom's *Power Stone*, Nintendo's *Super Smash Bros* and Sega's *Super Monkey Ball*. The party games here (see boxout) are particularly enjoyable, as are the standard battle modes. However, none of the action to be enjoyed in *One-Piece* is anywhere near the standard of that found in the games mentioned above. It's fairly enjoyable, but not

spectacular. Both visually and sonically however, it's a delight. Cel-shading has been misused and abused so often recently, but *Treasure Battle* uses the technique sparingly and tastefully. And remember that this is a game based on an animated series from Japan, so it's no surprise to find that the soundtrack is suitably hyper and the voice acting insane. It's a hectic game, stuffed with a variety of action-packed gameplay styles and presented in a sugary coating that Bandai has perfected over the years. Still, it's not a great game, principally because control over the characters is too loose and vague, but also because the level design is frequently disappointing. Simply put, *One-Piece* frustrates too often and in too large a way for it to succeed.

JONTI

CUBE VERDICT

ONE-PIECE TREASURE BATTLE

INTERESTING CONCEPT LET DOWN BY LOOSE GAMEPLAY



VISUALS

Very nice with excellent presentation, but some loss of detail in four-player split-screen modes



AUDIO

Typical Japanese TV animation — cheese-rock with an over-exaggerated voiceover



GAMEPLAY

An interesting mixture of styles, some of which work and some of which don't. Poor controls



LIFESPAN

Only *One-Piece* fans will want to play in one-player mode. Multiplayer is what will make you return



ORIGINALITY

Great multiplayer variety, and no one's ever done Kung Fu fighting with otters before...

ALTERNATIVE

Konami's *Power Stone* rip-off plays similarly to *One-Piece* in multiplayer, but *Treasure Battle* has more substance than RAVE.

GROOVE ADV. RAVE

Format: GameCube Reviewed: Issue N/A IGN Rating: N/A

2ND OPINION

WACKY! "Fans of the series will no doubt love this but outside of providing a few amusing multiplayer games, it isn't worth it. Watch *Ren & Stimpy* instead!"

CHANDRA

FINAL SCORE

5.8

SLACK GAME DESIGN PREVENT IT FROM ENTERING UPPER ECHELONS OF GAMECUBE SOFTWARE

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GAME BOY ADVANCE URBAN YETI

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- Parallax background scrolling gives you the illusion of depth in the cities.
- 4 unique city stages you have to learn each one's twists and turns in order to achieve your ultimate goal.
- Sound effects are so realistic, you can almost taste the city.
- Play one of two ways-smash your way through the city or avoid detection altogether.

GAME BOY ADVANCE SOCCER KID

- 10 visually different themed stages.
- 15 levels, plus 5 bonus levels.
- 5 end of stage bosses, plus 1 giant end of game boss.
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CUBE

ISSUE FIFTEEN



The galaxy's tippest-toppest GameCube mag needs you!

YOUR LETTERS

VIEWPOINT

92 You interrogate and we deliberate. Answers come direct from our Editor via his brain. Imagine that.



FORUM FRENZY

92 Since when did THAT happen! We pick a cornucopia of highlights from the CUBE Forum.

READER REVIEWS

95 Review any game in 130 words and if we print it, we'll teleport you a JOYTECH memory. Good, eh?

CHEATING MONKEYS

98 Send our Cheating Monkeys a letter detailing your gaming plight and they'll not only pick you as our alpha mail, but also solve your videogame misery!



MOH: FRONTLINE

102 'Die you Nazi scum!' A turn of phrase that's become disturbingly familiar in the presence of our solutions guys over at the cunningly titled; CUBE solutions.

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BEAT THE TEAM

Make certain members of the team feel painfully inadequate as gamers. Go on you know you want to...
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BOUNTY HUNTER

100 Samus isn't the only bounty hunter, you know. A player's guide to LucasArts' Star Wars Bad Boy adventure is a mere nine pages from here.

BEAT THE TEAM

96 Let's 'ave you! Yes – you! Go to the Beat The Team section, check out our challenges and let's see if we don't put you to shame! The challenge of a lifetime!

ADVANCE

108 Every month we dissect the handheld world and subject it to intensive analysis, for the sake of your gaming knowledge. If it's in Advance then it's the best out there.

YOU WHAT?

112 We give you the complete low down on all of Nintendo's upcoming peripherals, including the modem and Game Boy Player.

DIRECTORY

116 Impulsive buying should always be done after reading our directory... except then it wouldn't be impulsive. Damn it, just check here before going shopping, ok!

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REGULARS

SOLUTIONS

CUBE

ISSUE FIFTEEN

VIEWPOINT

WRITE TO US. WE LOVE GETTING LETTERS. IT MAKES US FEEL IMPORTANT, LIKE BEING ABLE TO DO UP OUR OWN SHOES

There's a rather subdued attitude towards the 'Cube at the moment, mostly due, we suspect, to Nintendo's Christmas line-up, or lack of it...

GET IN TOUCH

If we were any easier to get hold of we'd be Ulrika Jonsson in a shower with the England football squad. Or something.

EMAIL

To be sure they land in the right place, aim your emails at CUBE@paragon.co.uk

LETTER

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SMS TEXT

We've got an exclusive SMS text service sponsored by Orange. Simply text us your question or comment on 07866 620761.

PHONE

Call the CUBE team any time between 4pm and 6pm weekdays on 01202 209342

FAX

Or you can send your letter to us by fax on 01202 299955.

RANT ON!

MARIO NOT SO SUNNY

Dear Cube
I hate to rain on your parade but *Mario Sunshine* ain't all it's cracked up to be. The graphics for example, although colourful and solid are very bland in some places, such as the rock work or the bushes. Mario in *Smash Bros Melee* was done a whole lot better, with the immense detail in his overalls and moustache. Another quirk in *Mario Sunshine* is the camera angles which you seemingly did not pick up on. *Sonic 2* puts this camera to shame. The game is also so frustrating and makes you want to flush your GameCube down the bog. The bonus stages are incredibly infuriating and pointless. These stages are just a feeble attempt to increase the game's longevity. I think Nintendo has rushed a game, which could have been perfect but is flawed and overrated. Many people such as yourselves might be blinded by the license and spare no thought as to what the game could be like. I think I am possibly the only one to say what many people have been really thinking. However, that's just my opinion and you're entitled to your own. I just feel that I should warn Mario fans before parting with £40. Get *Timesplitters 2*, it's the best. Rant over.

CHRIS NEILSON, KILMARNOCK

CUBE: You make some fair points. There's no doubt that *Sunshine* isn't anywhere near the leap over *Super Mario 64* that the N64 game was over previous titles. It was never going to be now we've entered the 3D arena, but it's true that some of Nintendo's crown jewel franchises haven't had quite the sparkle we expected on the 'Cube. *Metroid* and *Zelda* are a return to form though, so here's hoping they keep it up in the future. *Zelda* and *F-Zero* should see to that.

CHEAP AS CHIPS

Hello,
Is it not high time that we have some sort of regulatory body to save us from the inane drivel of certain titles? Some games should never get the remote chance of seeing the light of day. Surely, we could have a group of intelligent, like-minded people that could separate the wheat from the chaff. What I suggest is this; games grouped into categories prior to release based on a certain amount of benchmark qualities. These could include graphics, gameplay, attention to detail, development time (I know that doesn't necessarily mean a good game but at



Have you ever been on the real ET ride at Universal Studios? It's not very good

least it shows that people are willing to put some effort into their games), lifespan, originality, etc.

On a scale of A-E the games merit their score but, and this is the good part, developers should be restrained to supplying the game at a price that falls within their banding. For example,

- *Mario Sunshine*
Band A — Price Range £35-£45
- *Eternal Darkness*
Band B — Price Range £25-£35
- *Universal Studios*
Band E — Price Range £5-£10

This would surely push developers to hit higher standards when making games and also leave 'bad ideas' in the non-starting blocks and bypass the problem of developers that struggle with BASIC putting their games out without a review.

DAVID MUIR, VIA EMAIL

CUBE: What do you think magazines like CUBE are for? There's an awful lot of sub-standard stuff released, there always has been and there always will be, in the same way there are bad films, bad books and bad music. Would you consider that Universal Studios was worth even £10 of your money? Your best bet is always read CUBE's review before buying a game, then you'll know exactly what to expect from it. The problem is that people buy these lame-o games, and as long as they sell, they'll continue to be made.

FREELOADING FOR FUN

YOU CAN'T BUY HAPPINESS

Dear Cube,
I have just bought a Japanese GameCube off e-bay for £80 with three games (*Waverace*, *Bio-hazard*, and *Luigi's Mansion*) I was hoping to get the *Freeloder* disc from Datel but I am concerned at what I have read on the internet. Should I keep my new purchase and hold out for the *Freeloder* or should I cut my losses and sell up and buy a PAL cube. Also will any pad work on any console as well as memory cards??? (sorry to be a pain but this is all new to me!!!)

SIMON BONEGAS, VIA EMAIL

CUBE: Don't hold your breath for the *Freeloder*. When it first came out in the States it didn't work properly and got taken off the shelves. Now there's a good chance Nintendo will make sure it never sees the light of day again. Having a Japanese machine, you'll be able to play all those wonderful games that never make it over here, but you might want to think about investing in a PAL machine too or you'll be stuck with Jap releases. Memory cards and pads will work on any machine, so no worries there.



⤴ Not the effect you expect from firing a tommy gun at the wall!

GAMECUBE THE NEW DREAMCAST?

⤴ Hi
I recently purchased a game cube and a couple of games. I am impressed with it but I keep thinking is this turning into another Dreamcast? (A good machine before it died). I was in two minds whether to exchange it for a PS2, but I didn't, as I like Nintendo, always have apart from N64 with its expensive carts. (I didn't buy one because of this). I have a wide range of Computer/Console knowledge as I have had in the past ZX Spectrum, Vic 20, Commodore 64, NES, SNES, Mega Drive + Add on's, Playstation, Dreamcast and now a GameCube. I'm not interested in a X Box as it has the words Microsoft on it, I think Bill has enough money and will one day take over consoles with his 'buy them out and close them down' attitude (but it does have nice graphics). PS2s are slow loading and noisy, some good games but most are hyped up to sell but are disappointing to play – GameCube is fast loading with dinky discs good original games with some remade one's there as well. I still prefer the Cube to them all!! I've grown to love it.

Is Nintendo starting to crumble under the pressure of the other two consoles? Or are they happy at producing good games with fewer releases? Will Nintendo bring out a type of Budget range in the future?

As in issue twelve I see by the letters that Nintendo are beginning to get pushed to the back of the Game shops which can be a good thing as I always go to the back of shops and work my way forward. But I don't think it matters, as every Game shop I've been in is small anyway.

E DALE, VIA EMAIL

⤴ **CUBE:** Nintendo isn't crumbling. It is in fact doing what it's done for years – getting on with its own business and letting

the others fight it out between themselves. Nintendo has a hardcore fan base that no other hardware developer can boast and these are the people Nintendo is developing for, sometimes to the detriment of the bigger picture. The 'Cube though has far more mainstream titles than the N64 ever did, and with Nintendo itself finally getting its act together on the software front things are on the up. The next couple of months are going to be quiet but then we should see things pick up momentum. They'll never sell as many GameCube's as PlayStations, but look at how much pap there is on the PS2. What can you do?

CHEEKY GET

⤴ PLEASE, PLEASEEEEEEEEEASE Can you tell me WHEN *Animal Crossing* is released HERE in the UK?

I don't want a "March" or "April", I want an actual date. You must have some clue of when it will be released. Don't try and fob me off, with your nonsense, just tell me the damn release date.

ANON, VIA EMAIL

⤴ **CUBE:** Er, we haven't got one. Nonsensical enough for you?

WHO DA MAN?

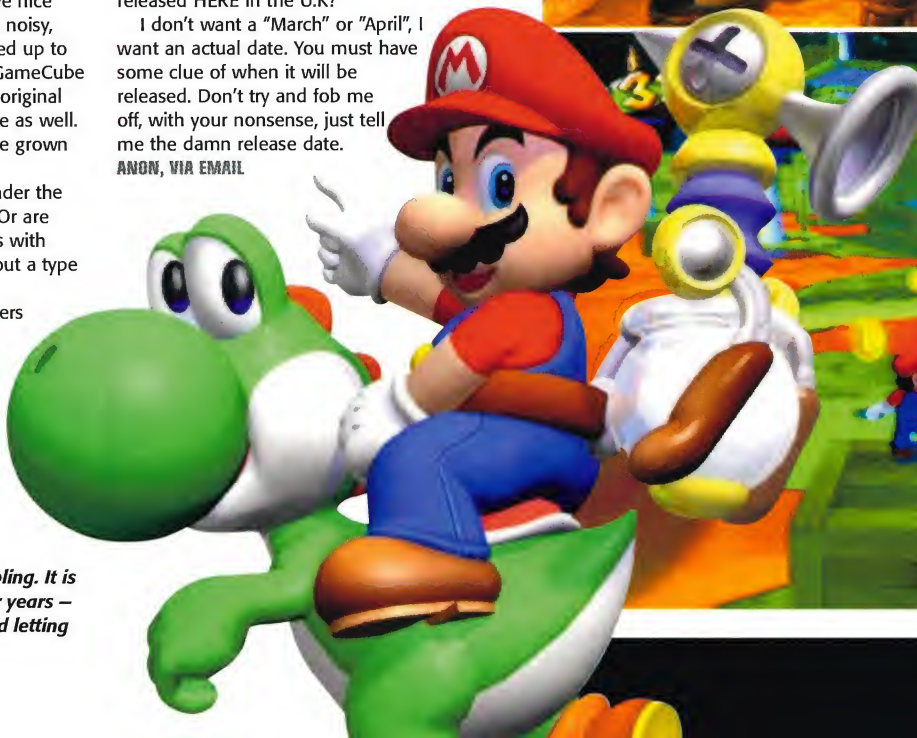
⤴ Hey guys, first of all, I would love to congratulate you on providing us, Gamecube maniacs, with a FANTASTIC magazine every month.

I've had my Gamecube since the day it came out, and my favourite game is, and always has been, *Smash Bros Melee*. Unfortunately, I don't have any friends that like that game (only God knows why) and I'm dying to play someone who has some talent at playing this particular game, 'cos quite frankly, I'm getting big-headed and starting to think that there's no one out there that can beat me. I'm sure that there are other readers that feel the same and wish to challenge others in a specific game. So my idea is that maybe you could organise a tournament or something and have the best UK GameCube gamers wrestle it out against other gamers through their favourite games, have a great time and finally... finding out who the best UK GameCube Gamer really is!!! YEAH!!!!!!cough

IVAN ROJO, VIA EMAIL

⤴ **CUBE:** Hmm, we'll think about it. Anyone else up for this?

⤴ Oi see you're not from around these paaaaarts



TXT LIFE

We want your text!

LET'S TALK ABOUT THAT

HAVE YOU NOTICED HOW MUCH CHANDRA LOOKS LIKE DARIUS AND IF THAT OTHER DUDE GETS A MONKEY I WANT ONE!
CUBE: If you can catch one you can have one, but those suckers are fast, man!

IS LORD OF THE RINGS TWO TOWERS COMING OUT FOR GAMECUBE
CUBE: Check out page 34

WHAT'S AN NR READER?
CUBE: Why do you ask?

KILLER BEES. THEY'R GONNA TAKE OVER. MERRY XMAS
FINAL WARNING
CUBE: We know where you live

HAVE YOU GOT THE LAST BLU COIN COS I CAN'T FIND IT
CUBE: Chandra had it but he spent it on booze. Sorry.

DO YOU KNOW WHEN SUPER MONKEY BALL 2 AND ANIMAL CROSSING ARE COMING OUT?
CUBE: Monkey ball is February, Animal Crossing is, erm...

DOES THE WAVEBIRD COME WITH BATTERIES?
CUBE: Everything comes with batteries these days.

R ANY METAL GEAR SOLID GAMES COMING 2 GC & IF SO WHEN?
CUBE: It's not actually an MGS game but Splinter Cell is looking awesome.

HOW COME GAMECUBE GETS GAMES LIKE BURNOUT 2 AGES AFTER XBRIK AND PS2? IT'S NOT FAIR.
CUBE: Life isn't fair.

MARIO IS IN LOVE WITH ME WE WERE GETTING MARRIED You lie like a dog.

STAR WARTS

Why are they spoiling Star Wars with crap sequels and average games?
FERD, BEDFORD
CUBE: George Lucas ain't welcome round these parts no more

CUBE

ISSUE FIFTEEN

FORUM FRENZY



What you lot have been saying on the **CUBE** forum, located at www.totalgames.net/forum/

Since it was revamped back in January, the forum has proven to be a popular place. Many of you have taken the opportunity to talk to us, exchange advice and share views. Here's a small sample of the fun to be had.

TOPIC: ZELDA-GAMEPLAY DETAILS

Author: moakie

Ok folks, we came, we saw and we played until 3:30 this morning. After that long and hard wait, it's finally here.

What accolades can we shower upon this masterpiece that have not already been used? Superlative? Stupendous? Nah.... it's bloody brilliant.

The feel is classic *Zelda*, with a few new twists. You have a special move that you can execute when your sword flashes. Hit the A button and you can roll around a creatures defences, for a more effective attack. This makes battles familiar, but gives them a fresh new flavour.

The sailboat is everything you could imagine it to be: It is pure poetry in motion. The sound of the bow cutting through the waves, the seagulls flying alongside, it's beautiful.

This is the game of the year. *Metroid* is good but this is classic *Zelda* and I love it.

Looks like I'm in for another long session tonight!

Any questions — don't be afraid to ask.

Author: omusemit

No spoilers please moakie

Author: moakie

I promise, not a spoiler shall pass my lips.

CUBE: The forum can be a very valuable resource for finding out about the very latest games, not just from us, but canny importers like moakie who are willing to answer any question you have.

TOPIC: CUBE'S ALL I WANT FOR XMAS COMPETITION

Author: Chris Walker

Has there been a winner for this? It took me ages to find out what SCART stood for and it seems as it has all been in vain!

Oh well just to make sure — is there a winner?

Fusoya

I reckon the odds of winning are about 15,000:1

- CUBE has roughly 40,000 readers a month (rough estimate)
 - A 1/4 of those won't have the Internet or not have a source of information (rough estimate), 30,000
 - Another 5,000 probably won't even try to enter - 25,000
 - 5,000 of those would have missed the deadline because of lateness or not buying an issue of CUBE - 20,000
 - 1,000 would probably guess - 19,000
 - 4,000 probably don't live in the UK (rough) - 15,000.
- See?

CUBE: Actually the number of readers who entered is far, far lower than this. Perhaps people thought they had no chance of winning. Either way, anyone who did send a correct entry has a very good chance of winning. The name of the lucky recipient will be printed next issue.

TOPIC: HI, I'M NEW

Author: A Boxcar Racer

Hi people, I'm new around here.

I love Nintendo and have owned all their consoles since the SNES apart from GBC.

I decided to sign up after reading **CUBE** and thinking I was missing out on a lot of fun.

CUBE is a good mag and hopefully this Forum will be even better.

Author: Secret Agent Joe
Hello there.....

Author: J E B U S
Well, er... welcome.

Author: DarkBlue Monkey
welcomes you

Author: Sian_Raven
Greetings from the asylum.

CUBE: Play nicely and our forumites do the same...

WHERE IT'S AT!

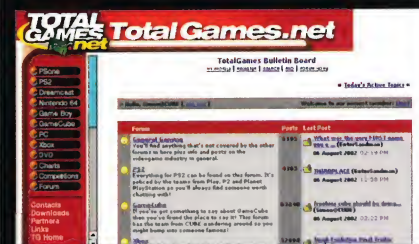
To find out what all the fuss is about, why don't you check out the forum yourself — if you haven't already. Joining In the fun couldn't be simpler!

STEP ONE:

Get yourself online. It's fairly simple — most PCs and Macs these days are Internet capable, whether they are at school, college or in the library. Tempted to surf the Web at work? Check carefully what your company's Internet policy is first — it might be a better idea to go to an Internet cafe! If you're very lucky, you might be one of those people who have a computer at home.

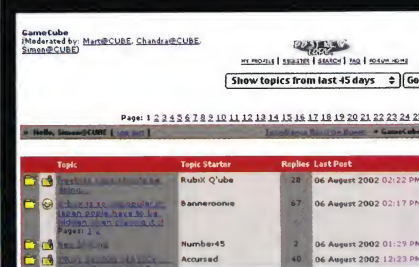
STEP TWO:

Type the following into the Net Browser window: www.totalgames.net/forum/. This will give you read-only access to the forum. To get in on the fun, you'll have to register — you can do that by clicking on the originally titled 'REGISTER' icon at the top of the page. Fill in your details, choose a name and then wait for a password to be emailed to you (which will arrive in no time).



STEP THREE:

Er, that's it... Thousands of you have already joined in, so it's obviously pretty simple, heck, even all of the **CUBE** team managed to register first time and if you're lucky, you'll get a chance to speak to them there!



HONOURABLE MENTIONS

(R'spec going out to all the people who kept it real this month)

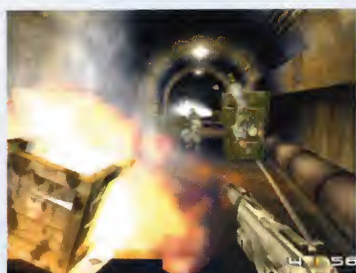
Thanks to Nimmo for being ever so friendly, evildude7 for cheering everybody up with his cinema tales — ha! — Beat_Zero for having the largest Christmas list ever and Tonge for supplying everyone with a pint. Sorry Andre not this time!

READER REVIEWS

You think we spend all day sitting around playing games and picking our arses, right? Well there's more to producing **CUBE** than that! See for yourself by writing your own review. You could win a JOYTECH memory card

WIN
A JOYTECH
MEMORY
CARD

THE NINETY PERCENTERS...



TIMESPLITTERS 2

PUBLISHER: EIDOS
DEVELOPER: FREE RADICAL
ISSUE REVIEWED: 11
CUBE RATING: 9.5



THIS IS PROBABLY the best multiplayer game ever created. The graphics of *TimeSplitters 2* are first class except that the zombies look a little dodgy. Gameplay is easily controlled and the missions are short, but some are very tricky. This beats *GoldenEye* by far. There are about 30 or more challenges, some really tricky to complete, so this game will practically never end. Although they are in easy, normal and hard modes, once you have done all of them – which get loads of multiplayer modes and new characters, like virus the greatest multiplayer mode ever created and new characters like handyman – you'll just want to do loads of multiplayer matches. Seriously, if you don't have any friends then don't buy this game.

PHIL RODGERS, CO.DOWN



8.2
READER'S
SCORE



STARFOX ADVENTURES

PUBLISHER: NINTENDO
DEVELOPER: RARE
ISSUE REVIEWED: 12
CUBE RATING: 9.4



THINGS LOOKED EXCITING to begin with on the opening demo. Then, laughable *Fast Show* style foreign dialects with random bits of English kick in. The UK accents aren't any better – it's difficult to take the quest seriously when you're getting advice from Noddy Holder. Everything is massively empty in general, which is okay if you're Mario bouncing around with a hoverpack, but not if your only visible means of support is a stick! The Sharpclaw make Dale Winton look threatening. As for all the Spellstone codswallop, well it can't fail to disengage your imagination. Some of the levels are graphically beautiful, such as the snow levels and Cape Claw for instance. But the best slash game with brains at the moment is *Eternal Darkness*, which has more originality in its little finger.

PAUL WILDE



7.5
READER'S
SCORE



WRESTLEMANIA X8

PUBLISHER: THQ
DEVELOPER: YUKES
ISSUE REVIEWED: 12
CUBE RATING: 6.7



WRESTLEMANIA X8 IS not a *No Mercy* – it's a diabolical disappointment. This game does boast some awesome graphics, but is let down by poor gameplay. It also lacks the addition of a career mode and as well as having no in-game commentary, you can't even climb the cell in 'hell in a cell'!

The 'Create a Superstar' option is also very average. Yet whilst we've been given a 'create a belt' option, I don't see the point if you can't fight for it in a career mode.

With this game lacking in so many departments it can be summed up in one word – insufficient. This game doesn't match the realism of *No Mercy* or the depth of *Smackdown*. A year ago this was looking like a reason to buy a Gamecube but not anymore.

MUSTAFA BELIM



4.0
READER'S
SCORE

CUBE

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SUBSCRIPTIONS

Subscription Rates
(12 issues) UK £29.00 Europe £43.00 World £63.00
UK direct debit £6.52 every three issues
Subscription Hotline: 01454 642442

PRINTED BY St Ives (Andover) Ltd, West Portway,
Andover, SP10 3SF

DISTRIBUTED BY Seymour Ltd, 1st Floor, 86 Newman
Street, London W1P 3LD 0207 3968000

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ISSN 1475-1399

Cover image supplied by Eidos Interactive.

BEAT THE TEAM



ISSUE FIFTEEN

WIN!

AT THEIR OWN GAME

A myriad of magical JOYTECH pads and peripherals

THE FOUR TIMESPLITTERS 2 challenges from issue 13 proved to be our most popular set of challenges yet. As ever though, there can be only one winner, and that person needed to beat not just the team, but also all the other entrants. Scooping two advanced controllers, a 4 Mb Memory card, a GBA link-up cable and a gold plated RGB SCART cable all courtesy of JOYTECH this month is... John Potter. Despite an astonishingly high quality of entries, John's scores managed to outdo everyone else and he's bagged the lot – good on ya, John!

Now, as for this month's challenges, we've got quite a mixed bag featuring old favourites *TimeSplitters 2* and *Tony Hawk's Pro Skater 4*, the much overlooked *Ace Golf*, and a bona fide classic in *Sonic the Hedgehog* from SEGA's *Sonic Mega Collection*. Only one person will get the JOYTECH booty and as ever that lucky winner will have to prove his/her prowess in the form of a photo or video. So what are you waiting for? Get to it!



THE WINNER!

As you read this, John Potter from Essex is cuddling his haul of winnings, having beaten the team and earned his chance to sup from the cup of triumph

**CUBE
WINNER**

CHALLENGE ONE:	PANE IN THE NECK	CHALLENGE THREE:	SILENT BUT DEADLY
TIME:	7.2 SECONDS	TIME:	32.4 SECONDS
CHALLENGE TWO:	BRICKING IT	CHALLENGE FOUR:	FIGHT OFF LIVING DEAD
TIME:	19.7 SECONDS	SCORE:	227, 175



TONY HAWK'S 4 CHALLENGE ONE

USE YOUR SPECIALS

BIRDMAN OF ALCATRAZ

Byron fancies himself rather a lot at *Tony Hawk* — the game he chose for his challenge. Your task is to beat his score in a two-minute single session run on the Alcatraz level. As Byron used his own customised character you should also feel free to use your own best skater. That's two months running that the boy Wilkinson has gone for a bit of *Tony Hawk* action and he's even taken to skateboarding around the office all day. He must be stopped!

BYRON'S
SCORE:
1,661,586



High Scores	
5 BEST	1 BYR 1661586
HIGH	2 ABC 85354
SCORES	3 XXX 1000
	4 XXX 1000
	5 XXX 1000
5 BEST	1 BYR 806316
COMBOS	2 ABC 67436
	3 XXX 1000
	4 XXX 1000
	5 XXX 1000
Longest grind:	BYR 2
Longest manual:	ABC
Longest air:	XXX
Longest combo:	BYR



ACE GOLF CHALLENGE TWO

AT FIRST I WAS AFRAID...

I WILL SURVIVE

This month Mr Nair fancied a nice relaxing round of golf. Chandra played the survival mode of *Ace Golf* and managed to outdo five consecutive challengers as Yoshiaki. Simply better this winning streak and you could be in with a chance of winning all those peripherals. Wearing the full golf garb while you play is optional, but photographic evidence of having done so will be looked upon favourably by the judges. Nudge, wink.

CHANDRA'S
BEST: FIVE
CONSECUTIVE
WINS



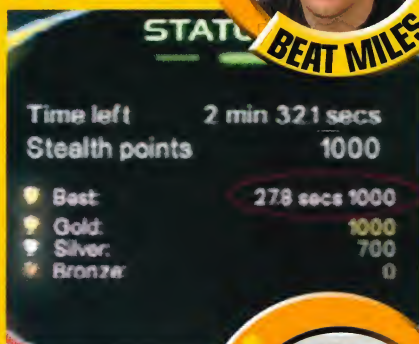
TIMESPLITTERS 2 CHALLENGE THREE

MILES BETTER

ROCK AROUND THE DOCK

Put simply, you can't be a **CUBE** team member without being a bit nifty on *TimeSplitters 2*. So, this month we gave Miles a chance to prove his mettle with Free Radical's sumptuous shooter and, as expected, the boy's done good. To try and beat Miles, pick challenge mode and, from the trio of infiltration options, choose trouble at the docks. Which is ironic, since Miles did get into some trouble at the docks recently. Ahem.

MILES' TIME:
27.8 SECS



STATS	
Time left	2 min 321 secs
Stealth points	1000
Best:	278 secs 1000
Gold:	1000
Silver:	700
Bronze:	0



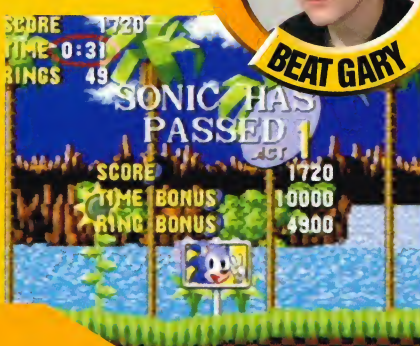
SONIC THE HEDGEHOG IMPORT CHALLENGE

BREAK THE SOUND BARRIER

SONIC BOON

For our final challenge Mr Adams regressed back to 1991 and the launch of SEGA's *Sonic the Hedgehog* — a time when Gary was only a mere eight years old! Anyway, to have a go at beating, his time pick Green Hill Zone Act 1 and scamper to the goal in the fastest time possible. Bare in mind that if you do decide to try to beat Gary and are successful he may very well cry. He's sensitive like that you see. On the other hand he likes to point and mock when he wins, so we reckon he's got it coming.

GARY'S TIME:
31 SECS



WHAT A PICTURE



How to take that perfect snapshot

Right, so you've played like a madman and finally managed to beat one of our challenges... so what do you do now? Well, you'll need to get a photo of your accomplishment or better yet, record the whole thing on video so that we can check it out for ourselves. If you're going to be adventurous and record a video, please be warned that we can't return any tapes sent to us. Those of you sticking to regular photography though might want a few tips on how to snap the perfect piccie...

- Turn off all the lights in your room so that you reduce the chance of light reflection on the screen. Also, turn down the brightness slightly on your TV to reduce any glare that the camera might pick up on.
- Switch off the flash of your camera — the light from the TV will be more than enough to illuminate the picture — and besides, the last thing you want is to have your photo ruined by flashing out the screen.
- Take several pictures, in case your first few turn out to be duds. No picture means no prize... remember that!

Be warned — photos sent by email are NOT acceptable, as they can be doctored in any bog-standard paint program. People that use cheats or NTSC copies of games to get a better score (unless you're entering the import challenge, of course) will also be scorned and most likely ridiculed within these very pages. Finally, please note that we WILL NOT be able to send back anything that you send in as proof of your score — those of you who've been asking us for videotapes back or even sent in the only memory card you own, please take note of this rather important point.

YOU'VE GOTTA BE IN IT TO WIN IT!

Once you've beaten any of our challenges and got your proof, you'll need to send it along to us — no proof means no entry, so make sure you post it to the usual address:

I'VE BEATEN THE TEAM!
CUBE MAGAZINE
PARAGON PUBLISHING
PARAGON HOUSE
ST PETER'S ROAD
BOURNEMOUTH
DORSET BH1 2JS

THE DEADLINE
FOR THIS ISSUE'S
CHALLENGES IS
12 FEB 2003
SO YOU'D BETTER
GET A WRIGGLE
ON...

CUBE

ISSUE FIFTEEN

CHEATING MONKEYS

Some say 'cheats never prosper'. This was obviously coined before the evolution of the Cheating Monkeys...

SMUGGLERS RUN: WARZONES

As a pretty average game, *Smugglers Run* is made all the riper for some cheat enhancements. Simply pause mid game and enter the following codes which, if done correctly, elicit a sound.

CHEAT	CODE
Invisibility	L, R, L, R, Z, Z, R.
Low Gravity	Z, R, Z, R, R, R, R.
No Gravity	X, Z, X, Z, Up, Up, Up.



ROCKY

Rage's Italian Stallion simulator has good fisting, but its even better with some cheats...

ALL BOXERS AND ARENAS:

At the main menu hold R and press UP, DOWN, DOWN, LEFT, LEFT, L.

DOUBLE DAMAGE MODE

Hold R and press RIGHT, DOWN, LEFT, UP, LEFT, L at the main menu.

DOUBLE SPEED MODE

At the main menu hold R and press DOWN, LEFT, DOWN, UP, RIGHT, L.

MAX STATS (MOVIE MODE)

Hold R and press RIGHT, DOWN, DOWN, UP, LEFT, L at the main menu.

MAX STATS (TOURNAMENT/EXHIBITION)

At the main menu hold R and press LEFT, UP, UP, DOWN, RIGHT, L.

CUBE

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↓ A natural surfer with a natural style, pulls straight into the barrel



KELLY SLATER'S PRO SURFER

Select Extras, then Cheats and enter the following codes on the mobile phone. An 'Unlocked' message will appear to confirm correct entry.

GET	TYPE
Mega Cheat:	714-555-8092
All Boards:	619-555-4141
All Levels:	328-555-4497
All Surfers:	949-555-6799
All Suits:	702-555-2918
All Tricks:	626-555-6043
Play As Surf freak:	310-555-6217
Play As Tiki God:	888-555-4506
Play As Tony Hawk:	323-555-9787
Play As Travis Pastrana:	800-555-6292
Max Stats:	212-555-1776
Balance:	213-555-5721
High Jump:	217-555-0217
Trippy Graphics:	818-555-1447
First-Person View:	877-555-3825



CHIMP'LL FIX IT



They toil all month over your questions and in return we let them share a felt banana — that my friend, is the life of a cheating monkey. So, send your gaming queries to Chimp'll Fix It, **CUBE** Magazine, Paragon Publishing, Paragon House St Peters Road, Bournemouth BH1 2JS, or e-mail cube@paragon.co.uk



TRICKY TASK

Dear Cheating Monkeys

I'm stuck on *Star Fox Adventures*. I've got to the Walled City but I don't know how to get any further. I have used the Quake move on the panel but I don't know what to do next.

Thanks,

JohnJ, via TGN

The monkeys say...

"First perform a **Ground Quake** on the sun pad and make your way to the third floor of the temple. Enter the passageway on the left side of the temple (indicated by two red torches). Now, follow the passageway and you'll arrive at the small furnace which you raised from doing the **Ground Quake**. Have Tricky perform his flame command to ignite the burner before it lowers again.

Next, make your way to the moon pad and repeat the same process, only this time enter the tunnel on the right side of the temple (shown by two blue torches).

Having used Tricky again to ignite the burner, both the sun and moon burners are fired up and a doorway leading beneath the temple will open. Easy."

BEACHCOMBER

Dear Cheating Monkeys,

How do you do the shine where you need to scrub Sirena Beach? I've cleaned all the paint off the four Nokies and I've talked to them and the owner — all inside the time limit!

What am I doing wrong?

Thanks,

The ANIMATOR, via TGN

The monkeys say...

"What you need to do is wash away practically ALL the paint — only a tiny spot left here or there will be accepted as a full scrubbing of the beach. The best way to do this is obviously to run around with your

SHARE YOUR GAMING GENIUS!

If you've come up with a game hack you want to share with the world, send it to the monkeys at: **CUBE**, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, BH1 2JS. Or whack it on the forum at www.totalgames.net



water nozzle on full stream, but you should also use the water barrels. Lobbing a container full of water into the paint is a very effective and speedy way of completing your task."

DOWNWARD SPIRAL

Hey, Cheating Monkeys,

You know that game *Resident Evil* — well it's completely doing my head in. I read somewhere that there's a way to stop Rebecca from being killed by that hunter. I've been running round in circles and I refuse to go any further in the game with the poor old gal dead.

Any help?

Cheers,

Trent Reznor, via TGN

The Monkeys say...

"Yeah you're right, you can save Rebecca and it's really quite straightforward. Simply go from the study directly to the office where Rebecca is. The office is below the study and if you can get there within three minutes, which is quite an easy thing to do, then she won't be killed."

PICTURE PERFECT?

Dear Cheating Monkeys,

Is there anything extra on *Super Mario Sunshine* once I collect all 120 shines? Thanks, Cube_game, via TGN

The monkeys say...

"Unfortunately all you get for collecting all 120 shines is a group photo of all the characters from the game after the end sequence. Honestly we were as disappointed as you are..."



CUBE MASTERCLASS

ISSUE FIFTEEN

STAR WARS: BOUNTY HUNTER

Forget the Force — all you need is right here. We have codes to access all the levels and extras, plus a guide to get you through the three toughest boss encounters...

LOOK SIR, CODES!

ALL THESE CODES SHOULD BE ENTERED IN THE CHEATS SECTION OF THE OPTIONS MENU

CHAPTER 1:

Enter SEEHOWTHEYRUN as a code.

CHAPTER 2:

Enter CITYPLANET as a code

CHAPTER 3:

Enter LOCKDOWN as a code

CHAPTER 4:

Enter DUGSOPLenty as a code

CHAPTER 5:

Enter BANTHAPOODOO as a code

CHAPTER 6:

Enter MANDALORIANWAY as a code

MISSION 1:

Enter BEAST PIT as a code

MISSION 2:

Enter GIMMEMYJETPACK as a code

MISSION 3:

Enter CONVEYORAMA as a code

MISSION 4:

Enter BIGCITYNIGHTS as a code

MISSION 5:

Enter IEATNERFMEAT as a code

MISSION 6:

Enter VOTE4TRELL as a code

MISSION 7:

Enter LOCKUP as a code

MISSION 8:

Enter WHAT A RIOT as a code

MISSION 9:

Enter SHAFTED as a code

MISSION 10:

Enter BIGMOSQUITOS as a code

MISSION 11:

Enter ONEDEADDUG as a code

MISSION 12:

Enter WISHIHADMYSHIP as a code

MISSION 13:

Enter MOSGAMOS as a code

MISSION 14:

Enter TUSKENS R US as a code

MISSION 15:

Enter BIG BAD DRAGON as a code

MISSION 16:

Enter MONTROSSISBAD as a code

MISSION 17:

Enter VOSAISBADDER as a code

MISSION 18:

Enter JANGOISBADDEST as a code

CONCEPT ART:

Enter R ARTISTS ROCK as a code

TGC CARDS:

Enter GO FISH as a code



The bosses from missions nine, fifteen and eighteen are the toughest to slay, so here's how to do them with the minimum of fuss...

MONSTER OF ROCKS?



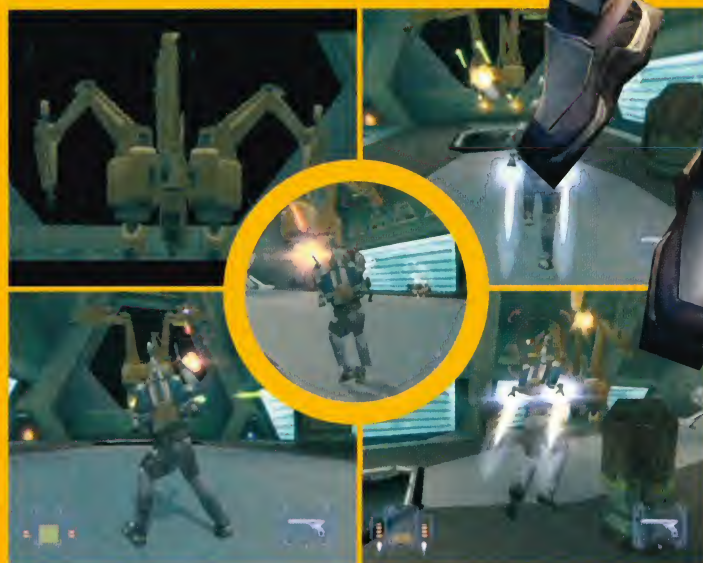
KRAYT DRAGON

Ignore the guards on the upper balconies firing missiles as you should be able to avoid them should you keep moving and using your jetpack. Rocket's won't actually cause any damage to the Krayt Dragon unless they detonate inside his mouth so keep you blasters armed, and simply strafe around the beast avoiding his ground shakes, which will put you on your back making you extremely vulnerable. After plenty of blaster fire to its head, the Krayt Dragon will topple and the mission will end.

INTO THE WARZONE

WELDING DROID

As with many of the other bosses, the best tactic to beat this monstrosity is to lock onto it, and then strafe around the droid, which will make it very difficult for the its missiles to lock onto you. Start by firing your missiles to inflict maximum damage, before switching to your blasters to finish the mechanical beast off. Upon destroying the droid, Jango will board the 'Firespray', later to be named Slave 1, and escape the prison planet.



FINISHING IT OFF



KOMARI VOSA

Komari Vosa is by far the hardest boss in the entire game, and not just because she's the final boss. Trained well in the Jedi arts, Vosa is capable of defending every shot you fire at her and is immune to fire, so you'll

need to resort to another method to kill her. Start by locking on her and following her around the room, whilst maintaining a good distance so she cannot attack you with her lightsabre. When she's close enough

use your whipcord to snare her, and then constantly fire your blasters at her until she manages to break free. Although not causing much damage, this is the most effective method to kill her, so simply repeat this until

she finally dies and the game ends. Congratulations, you've just completed Bounty Hunter, now you can go back and mop up those all important secrets and secondary bounties.

CUBE MASTERCLASS

ISSUE FIFTEEN

MEDAL OF HONOR - PART 1

Incoming! EA's masterpiece has landed so we sent our best troops in to investigate. Several casualties later they've returned with full maps and some unique counter intelligence. Hitler won't know what hit him!



SUMMARY

Before you can take on the German War Machine, you need to survive the beach landing and take out the bunkers on the cliffs. Good luck, soldier!

MISSION ONE: Your Finest Hour

TOTAL ENEMIES 10

OBJECTIVES:

- 1 MEET THE CAPTAIN ON SHORE
- 2 RESCUE FOUR PINNED DOWN SQUAD MEMBERS
- 3 REJOIN SQUAD AT SHINGLE EMBANKMENT
- 4 RESCUE ENGINEER AT END OF EMBANKMENT
- 5 RENDEZVOUS WITH CAPTAIN AT BASE OF BUNKER
- 6 CROSS THE MINEFIELD AND MAN MACHINE GUN
- 7 DESTROY MG NESTS ON RIDGE
- 8 ELIMINATE ENEMY SOLDIERS IN TRENCH

KEY

FIGHTING AND SURVIVAL INVENTORIES



FIELD SURGEON PACK



MEDICAL KIT



MEDICINAL CANTEEN



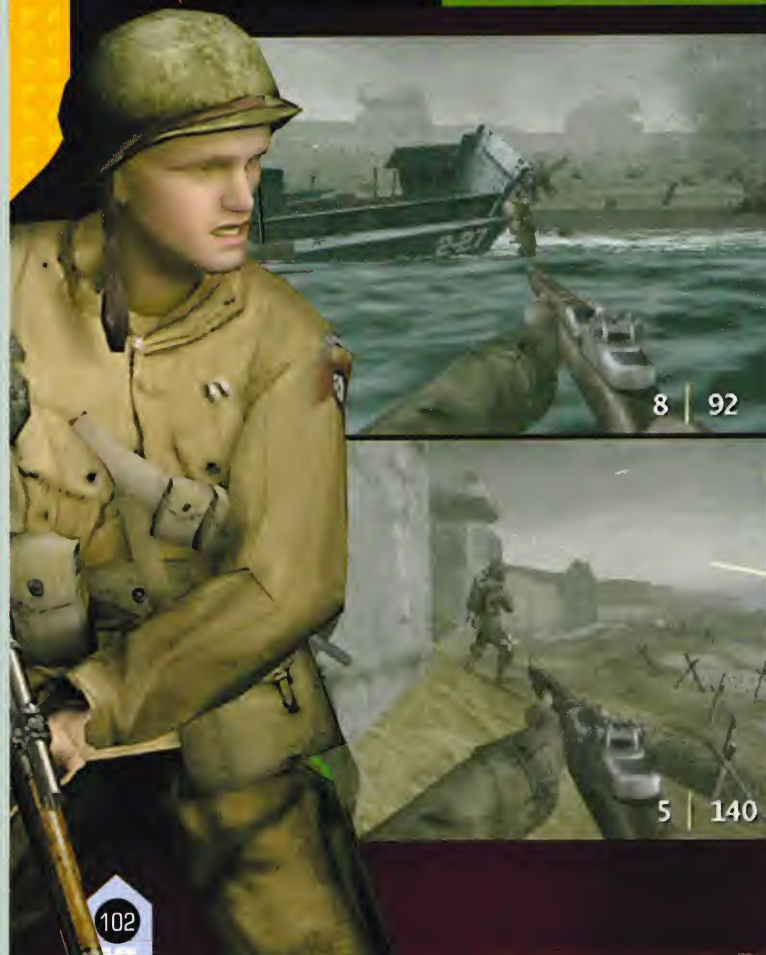
GRENADES



ENEMIES



ALARM



➡ YOU'RE GOING TO NEED A LOT OF BODY BAGS

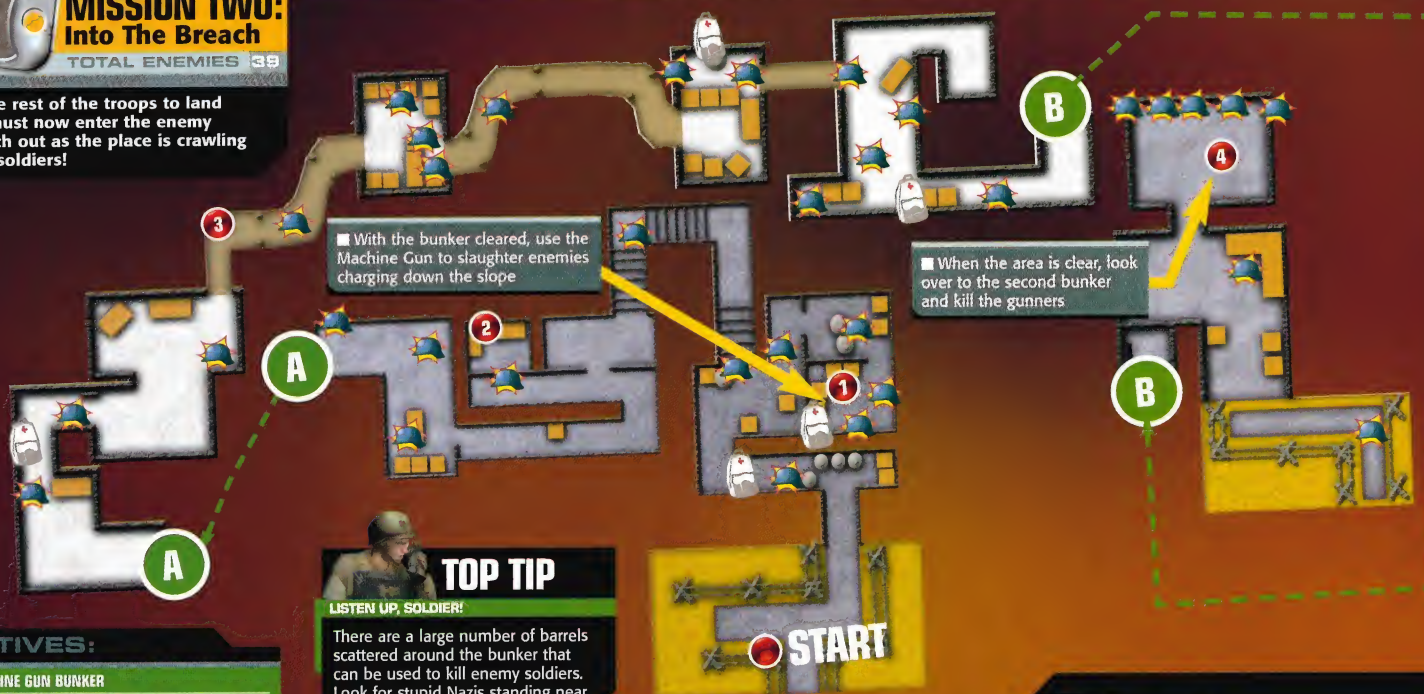
PROLOGUE D-DAY

MISSION TWO: Into The Breach

TOTAL ENEMIES 39

SUMMARY

To enable the rest of the troops to land safely, you must now enter the enemy bunker. Watch out as the place is crawling with enemy soldiers!



OBJECTIVES:

- 1 CLEAR MACHINE GUN BUNKER
- 2 DESTROY RADIO LINK TO UPPER GUN DECK
- 3 FIND SMOKE GRENADES
- 4 CLEAR BOTH GUN DECKS

TOP TIP

LISTEN UP, SOLDIER!

There are a large number of barrels scattered around the bunker that can be used to kill enemy soldiers. Look for stupid Nazis standing near these barrels and fire a few shots to blow them to tiny pieces.

CAMPAIGN 1
A STORM IN
THE PORT

MISSION ONE: Seaside Stowaway

TOTAL ENEMIES 58

SUMMARY

A German U-boat has been spotted in the port city of St Mathieu and you have to find a way to get on board. Look out, as the streets are full of Nazi soldiers and even a few tanks.



OBJECTIVES:

- 1 COLLECT RESISTANCE DROP AT INSERTION POINT
- 2 MAN MACHINE GUN IN CHURCH TOWER
- 3 SECURE SUBMARINE FUELLING ROSTER
- 4 BREACH WALL TO DOCKS
- 5 LOCATE SUBMARINE FUELLING DOCK
- 6 STOW AWAY IN CARGO CRATE

Climb inside the open crate and wait to be loaded onto the sub

■ Use the Machine Gun to blast the undercarriage of the tank

- Use the crashed Jeep's Machine Gun to mow down enemies

CUBE MASTERCLASS

MEDAL OF HONOR - PART ONE

CAMPAIGN 1
A STORM IN
THE PORT

MISSION TWO: Special Cargo

TOTAL ENEMIES 35

SUMMARY

Luckily no-one noticed you hiding inside the crate and you have been safely loaded onto the German U-boat. Now you must cause as much destruction as possible before arriving at the shipyards.

OBJECTIVES:

- 1 SABOTAGE U-BOAT ENGINES
- 2 SET EXPLOSIVES IN AFT TORPEDO ROOM
- 3 DISABLE RADIO COMMUNICATION
- 4 SET EXPLOSIVES IN FORE TORPEDO ROOM
- 5 FIND ENIGMA CODE BOOK
- 6 ESCAPE THROUGH THE EXIT HATCH

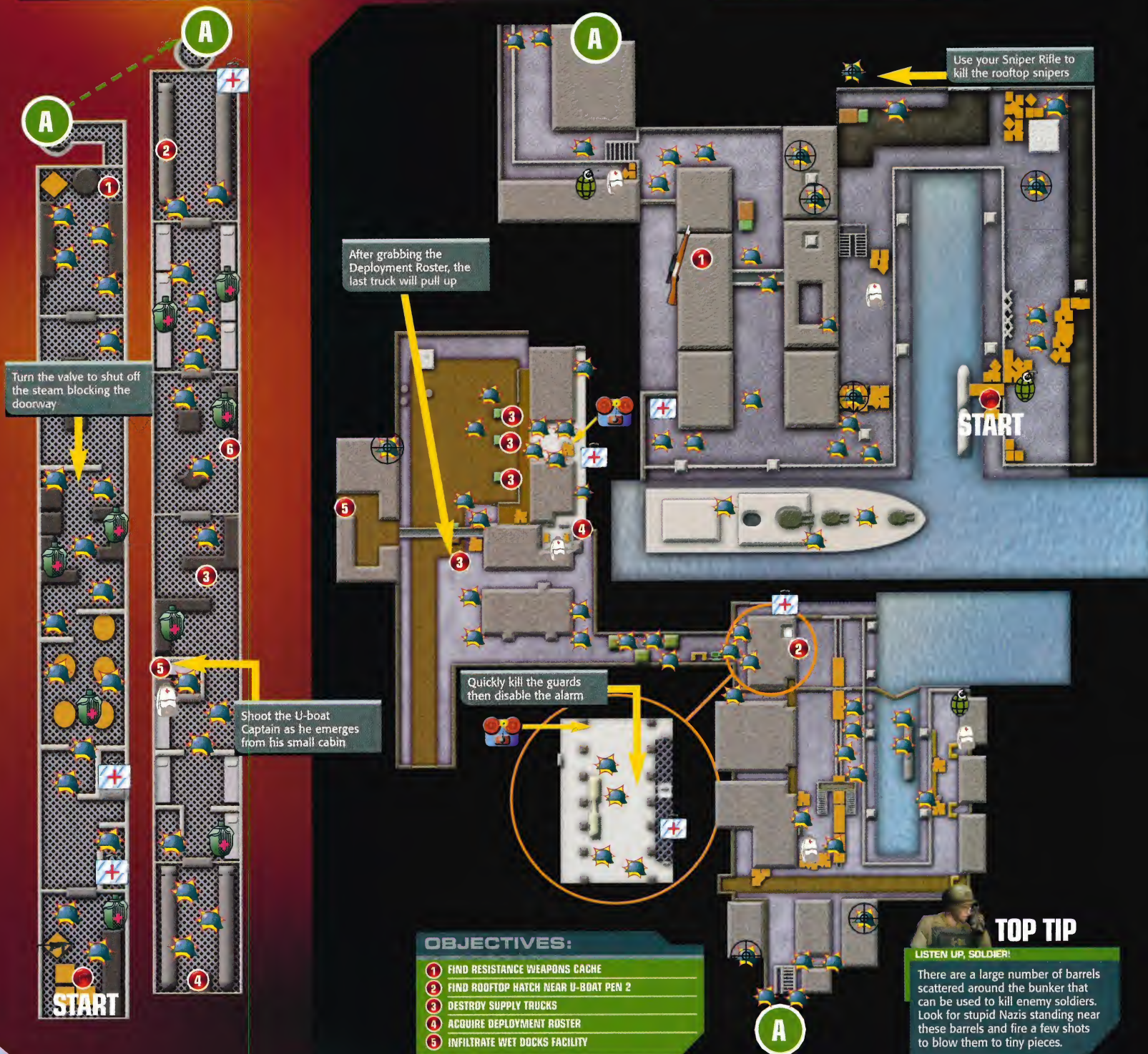
CAMPAIGN 1
A STORM IN
THE PORT

MISSION THREE: Eye Of The Storm

TOTAL ENEMIES 88

SUMMARY

You have arrived in the shipyards and must now try to stop the production of German U-boats. Look out for guards on top of the towers and use your new Sniper Rifle to take them out!





A



CAMPAIGN 1
A STORM IN THE PORT

MISSION FOUR: A Chance Meeting

TOTAL ENEMIES 117

SUMMARY

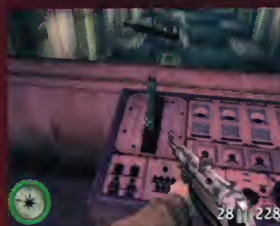
Getting inside the U-boat production facility, you can now make the Germans pay for their lax security. Cause as much damage as possible and ensure that no more subs will be leaving this facility.

OBJECTIVES:

- 1 SABOTAGE ENGINES IN RESEARCH FACILITY
- 2 ACQUIRE ENGINE BLUEPRINTS
- 3 INFILTRATE U-BOAT BUNKER
- 4 DESTROY ALL U-BOATS
- 5 BLOW UP FUEL DEPOT
- 6 FIND DOCK GATES

TOP TIP

LISTEN UP, SOLDIER!
Sometimes extra health and ammunition can be found inside the crates scattered throughout the level. Use your Machine Gun to break them open for a few nice surprises.



This Dock is blocked.
Engines in Research Facility Destroyed
2 Engines Remaining
4 Engines Remaining

Use the sub's Deck Cannon to blast the arriving troops then the Fuel Depot



CUBE MASTERCLASS

MEDAL OF HONOR - PART ONE



MISSION ONE: Rough Landing

TOTAL ENEMIES 79

SUMMARY

You are dropped into the Dutch countryside near the town of Kleveburg. You must make your way to the town and assist Corporal Barnes by watching his back while he destroys a German Tank unit in the area. Be careful, soldier!

OBJECTIVES:

- 1 PROTECT CORPORAL BARNES AS HE DESTROYS TANKS
- 2 FIND KEROSENE
- 3 CREATE DISTRACTION TO OPEN CITY GATES



GOLD MEDAL TIP

LISTEN UP, SOLDIER!

After killing the guards inside the gate, return back through the level to kill some stragglers. Climb the windmill and loads more troops will appear.



TOP TIP

LISTEN UP, SOLDIER!

There are a large number of enemy tanks in this area and all are fully operational. Take care when entering any clearing as they will open fire and the huge shells can be extremely detrimental to your health. Try to stay behind cover until Corporal Barnes has detonated the explosives.



MISSION TWO: The Golden Lion

TOTAL ENEMIES 88

SUMMARY

Kleveburg is full of German soldiers and the Resistance won't help until you have proven yourself worthy. Look out for a toolbox and really put a spanner in the works!



OBJECTIVES:

- 1 LOCATE TOOLS AND SABOTAGE VEHICLES
- 2 SABOTAGE MOTOR POOL TO PREVENT PURSUIT
- 3 MEET OPERATIVE AT GARAGE
- 4 GET AN OFFICER'S UNIFORM
- 5 MEET CONTACT IN GOLDEN LION BAR

When the truck stops here, use your Thompson to kill the many guards



ALWAYS WITH THE NEGATIVE WAVES

CAMPAIGN 2
NEEDLE IN
A HAYSTACK

MISSION THREE: Operation Rapunzel

TOTAL ENEMIES 85

SUMMARY

It's party time at Dorne Manor and you have been offered an opportunity to attend. Dressed as a servant, you must hang out with the Nazi commanders and uncover all the hidden documents inside the house. Party on, Patterson!

OBJECTIVES:

- 1 FIND KITCHEN KEY SET
- 2 SEARCH THE PAINTINGS TO FIND MAP
- 3 DESTROY CLOCKS TO FIND DOCUMENTS
- 4 FIND KEYS TO CELL DOOR
- 5 LOCATE GERRITT

NEW WEAPON

STG44

The large slow-firing machine gun is really powerful and can hold 30 bullets inside a single magazine. The gun is very accurate and packs a mean punch, making it an extremely handy weapon.

NEW WEAPON

SHOTGUN

The Shotgun is a powerful weapon that is deadly at short range, making it perfect for small corridors inside the Manor. At longer distances you'll find it hard to hit anything at all, so be ready to switch to your pistol.

Search the bedroom
bookcase to find a hidden
passage

Turn the valve in the steam
room to open a small door to
crawl through

No need to search every
painting for the Map -
it's here

START

A

A



WELCOME TO ADVANCE...

WITH THE ANNOUNCEMENT of Nintendo's Game Boy Player that allows GBA games to be played on your big screen TV and the increasing level of support for the sorely underused GBA to 'Cube Link-up, it seems that this month there's never been a better time to get yourself a GBA. Although saying that, every month Nintendo's handheld comes up with a clutch of must have games. It goes to show that golden playability can hold its own in the face of all the big budget mainstream titles out there. Topping the shopping list this issue, is the legendary *Doom* and the even more renowned *Link to the Past*. Yes, they're both updates of previously released games, but when the quality is this good, frankly who cares?



ADVANCE

Only the best GBA games reviewed - if we don't got 'em, you don't want 'em!

Return to Hyrule in the first ever multiplayer Zelda!



THE LEGEND OF ZELDA: A LINK TO THE PAST

CUBE	
INFORMATION	
PUBLISHER:	A LINK TO THE PAST
DEVELOPER:	NINTENDO
GENRE:	IN-HOUSE
PLAYERS:	1-4
RELEASE:	OUT NOW
STATS	
■ THE FINEST 2D ZELDA EVER	
■ UPDATE OF THE 1992 ORIGINAL	
■ ONE NEW DUNGEON	
■ ONE NEW SUB-QUEST	
■ MULTIPLAYER ZELDA	

YOU'LL ALREADY KNOW that *A Link to the Past* is almost identical to the 1992 SNES original. The graphics are exactly the same... in fact the only immediately noticeable changes are to the sound effects. As when *Yoshi's Island* became *Super Mario Advance 3*, the main character's vocal chords have been upgraded and Link now yells and shouts at almost every opportunity.

There's also an extra dungeon to play in plus a new sub-quest, but this can only be opened once you've completed the second game on the cartridge —

The Four Swords. A brave move by Nintendo as it may limit the number of people able to sample the delights of the first ever multiplayer *Zelda* game. And what delights they are! With up to four people, the dungeons you have to explore (plus a few training missions) are designed as deviously as ever. With imaginative boss fights and the strangely-palatable mix of co-operation and competition, what you might have expected to be nothing more than a distraction to the main course is in fact a side order that's filling enough to be

called a game in its own right — although it only takes a couple of hours to finish. Roll on the release of the GBA player, as each person needs a cartridge to play *The Four Swords*.

Those who've never had a chance to play *A Link to the Past* should get this cartridge immediately — it's the finest 2D *Zelda* in existence and every gamer should play through it at least once. *Zelda* nuts who've finished it still need this for the multiplayer, and we do mean 'need', not 'should get'.

CUBE
RATING
9.2

Rediscover a golden age of PC gaming with your GBA



DOOM II

CUBE

INFORMATION

PUBLISHER: ACTIVISION
DEVELOPER: TORUS GAMES
GENRE: SHOOT-EM-UP
PLAYERS: 1-4
RELEASE: OUT NOW

STATS

- 17 ENEMY TYPES
- 30 STAGES
- COOPERATIVE MODES
- 9 WEAPONS



Shoot everything in your way
— if it moves, it's bad news!



YOU MAY REMEMBER one of the GBA's early games being a conversion of the crinkly PC title *Doom*. Tight corridors filled with brainless nasties and a shotgun can only result in one thing... an all-out blaster that reeks of atmosphere and packing enough playability to keep you gaming all night long. Now the sequel has arrived and still manages to get the adrenaline flowing, although its age and lack of features are very apparent.

For those who don't know, you play a marine out to rid the world of Evil, which happens to come in the form of hundreds of nightmarish creatures who've arrived via a portal from hell. And that's pretty much it. You run around with outrageously over-the-top weapons, blasting everything you see. It may sound mindless, but the secret of *Doom* has always been in the level design. As you walk down a seemingly empty corridor the lights will flicker on and off revealing hidden monsters that jump out in front of you. Pools of poisonous green slime must be avoided and all too often you'll find yourself trapped in a corner with very little ammo. In this respect *Doom II* is one of the finest shooters you could ask for. Technically it does a good job although some past problems are still prevalent, such as enemies' bodies sinking into the floor and a slight choppiness in the framerate. However the action remains as good as ever, and as long as you're not expecting James Bond gadgetry or multi-tiered levels to rival the likes of *Quake*, you won't get much better than this.

CUBE
RATING
8.9



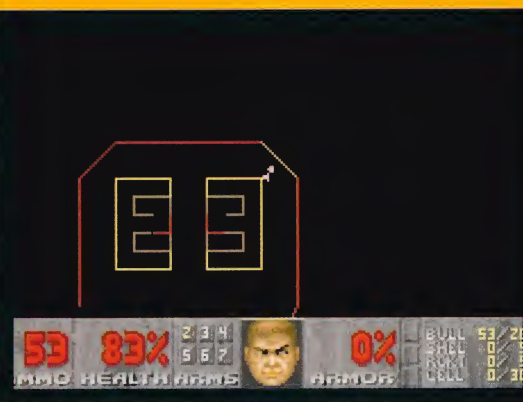
It can get claustrophobic in those empty corridors



THE COSMIC KEY!

ARE YOU THE KEYMASTER?

The puzzles in *Doom* are kept to a minimum. The most obvious case will be that you have to search for three keys; red, yellow and blue. These open the corresponding coloured doors. Another typical problem are teleporters. There are quite a few instances where you end up in a maze which blasts you all over the place. Also, remember to keep an eye out for hidden rooms or corridors, which are indicated the map screen.



"IT MAY SOUND MINDLESS, BUT THE SECRET OF DOOM HAS ALWAYS BEEN THE LEVEL DESIGN"

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YOU WHAT!?

THIS MONTH... HARDWARE UPGRADES

Yes, we know. We were supposed to be reverting back to our Studio Eye feature for this month but, well... we've managed to lose DarkBlack. We kid you not. The last time we saw them they were 'up North' somewhere and now they've vanished off the face of the Earth. Instead here's another one of **CUBE's** lovely technical features. If it seems like a new GameCube peripheral turns up every few months it's probably because they do. We take a look at what is or will shortly be available, to plug into your GC.

TINY BUT MIGHTY

WHO SAID SIZE MATTERS?

➔ Since the machine launched in Japan a year and a half ago this accessory has been 'coming soon.' Panasonic's new SD technology consists of a high-density memory medium that vastly increases the amount of memory available on a postage stamp-sized card. The SD Adapter allows you to plug the card into your GameCube but, as usual, we're still waiting for a release date.

01

BOY ON THE BIG-SCREEN

SEE WHAT'S GOING ON!

➔ It was only a matter of time. Any GBA owner will tell you that the decision not to include a backlit screen was the biggest slip-up of the decade. Now though you can play any Game Boy, Game Boy Colour or GBA game on a TV by plugging the cart into this unit. You don't even have to use the GBA itself, but there is an option to plug it in and use it as a controller if you wish. Otherwise you can simply use a GameCube controller. The unit will be available in March in Japan and towards the end of the summer over here.

02

TAKE CONTROL

I CAN SING A RAINBOW...

➔ The standard GameCube controller is available in six different colours, black, purple, spice, purple/clear, platinum and green. In Europe, the selection is limited to black and purple but Nintendo of Europe has stated that spice and platinum may become available at some point in 2003.

03



TOTAL FREEDOM

WAVE GOODBYE TO LEADS

➡ As usual Nintendo leads (sorry...) by example. Possibly the greatest thing to happen to controllers in a long time, RF receivers are the way to go. Obviously, you wouldn't want to play your game from 60 feet away, but the fact that you can do it is pretty amazing. In Japan, Platinum WaveBirds are all the rage at the moment.

04

ONLINE GAMING

A WHOLE NEW WORLD OF GAMING EXCITEMENTS

➡ We talk about it all the time, but never fear – it IS coming. You can already go online with the GameCube in Japan and the US, but in all honesty there would be little point in Europe having those capabilities right now. The first online game (*Phantasy Star Online*) launches here in February. Whether Nintendo will choose to release the Modems and Broadband connectors then or later on, is as yet unknown.

The wave of online games (*Pikmin 2*, *Mario 128*, *Animal Crossing Online*, *GameCube Wars*) aren't coming until the end of the year, so you shouldn't fret just yet.

05



GET CONNECTED

MAXIMISE YOUR GAMING POTENTIAL

By using a GC-GBA Link cable you can plug your GBA into your GameCube. This is supposed to be a major selling point for the machine, but as yet support for it is relatively low. This is set to change as the big titles like *Metroid Prime*,

Animal Crossing, *Zelda* and *Final Fantasy* will provide bonus material that is too good to miss. In fact, the GBA will be a valuable tool in RPGs like *Zelda* and *Final Fantasy* rather than an optional extra.

05

THE SILVER LINING

A NICE BIT OF PLATINUM

➡ Now available in Japan and the US, the gorgeous Platinum GameCube will become available in Europe to coincide with *Metroid Prime*'s March release. In the US the special edition console is only available as part of a *Metroid Prime* bundle. If ever there was a reason to own two GameCubes, this has to be it.

07

LITTLE LIFE-SAVER

MEMORIES MADE OF THESE

The Memory Card 59 is 4MB in size and can hold 59 slots of gaming information. Some games only use two or three slots while others can fill an entire Card. These cards are getting phased out at the moment. Not officially of course, but with the Memory Card 251 (16MB, 251 slots) at a snitch more, there won't be many people buying them any more.

08



4



6

NEXT MONTH

As long as we manage to relocate DarkBlack, Studio Eye will return next month





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CUBE

ISSUE FIFTEEN

DIRECTORY

Oh my goodness! Can it be true? Every game ever reviewed in **CUBE** gathered here before your very eyes...

WELCOME TO THE SECOND GENERATION!

IT'S APPARENT THAT the GameCube is entering its second generation of software releases. This is a time when developers are not so much learning the boundaries of the machine as redefining what it's capable of. Consequently, we've decided to re-evaluate our scores to reflect this. In the light of *Zelda*, *Metroid*, *Sunshine* and *TimeSplitters 2*, many launch and early releases no longer

seem such an attractive gaming proposition as they once did. Whilst some scores are considerably different to their preceding mark, the better games have retained the same scores. As ever though, if you disagree with our ratings then simply send us your very own Reader Review and, if it's good enough then we'll print it — winning your good self a memory card in the process!

ADVENTURE

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
METROID PRIME	Nintendo	Retro Studios	1	✓	X	2	14	NTSC	9.6
STARFOX ADVENTURES	Nintendo	Rare	1	X	Issue 12	3	12	NTSC	9.4
SUPER MARIO SUNSHINE	Nintendo	In-house	1	X	Issue 11	15	10	NTSC	9.4
ETERNAL DARKNESS	Nintendo	Silicon Knights	1	X	X	15	12	PAL	9.3
RESIDENT EVIL	Capcom	In-house	1	X	Issue 11	8+	10	PAL	9.2
BOMBERMAN GENERATION	Majesco	Hudson Soft	1-4	X	X	3	8	NTSC	8.0
REIGN OF FIRE	Bam!	In-house	1-2	X	X	3	13	PAL	8.0
LUIGI'S MANSION	Nintendo	In-house	1	X	Issue 1	3	6	PAL	7.8
SONIC ADVENTURE 2 BATTLE	SEGA	Sonic Team	1-2	✓	X	6+	6	PAL	7.6
DOSHIN THE GIANT	Nintendo	In-house	1	X	X	40	12	PAL	7.4
HARRY POTTER: COS	EA	Eurocom	1	X	X	4	14	PAL	7.0
STAR WARS: THE CLONE WARS	Activision	LucasArts	1-4	X	X	3	13	PAL	6.7
BATMAN VENGEANCE	Ubi Soft	In-house	1	X	X	2	6	PAL	6.2
SPIDER-MAN: THE MOVIE	Activision	Treyarch	1	X	X	2	7	PAL	6.0
DISNEY'S MAGICAL MIRROR	Nintendo	Capcom	1	✓	X	3	11	PAL	5.9
GJEDI KNIGHT II: JEDI OUTCAST	Activision	LucasArts	1	X	X	6	14	PAL	4.7
GAUNTLET: DARK LEGACY	Midway	In-house	1-4	X	X	4	10	PAL	4.4
UNIVERSAL STUDIOS	Kemco	In-house	1	X	X	1	6	PAL	3.0

BEAT-'EM-UP

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
SUPER SMASH BROS. MELEE	Nintendo	NCL	1-4	X	Issue 6	11	6	PAL	8.3
ROCKY	Rage	Steel Monkeys	1-2	X	X	2	12	PAL	8.3
CAPCOM VS SNK 2: EO	Capcom	In-house	1-2	X	Issue 10	2	9	PAL	8.2
BLOODY ROAR: PRIMAL FURY	Activision	Eighting	1-2	X	X	3	6	PAL	7.0
BATTLE HOUSHIN	Koei	In-house	1	✓	X	6	7	NTSC	7.0
UFC THROWDOWN	Ubi Soft	Crave	1-4	X	X	5	11	PAL	6.4
BARBARIAN	Virgin	Saffire	1-4	X	X	3	11	PAL	4.3
GODZILLA: DAMN	Infogrames	Pipeworks Studio	1-4	X	X	4	13	PAL	4.0

THE BEST AND THE WORST GAMES IN THE PALM OF YOUR HAND!

PARTY/PUZZLE

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
SUPER MONKEY BALL 2	SEGA	Amusement Vision	1-4	X	X	2	11	NTSC	9.2
PIKMIN	Nintendo	In-house	1	X	Issue 7/8	19	7	PAL	9.0
SUPER MONKEY BALL	SEGA	Amusement Vision	1-4	X	X	5	6	PAL	9.0
MARIO PARTY 4	Nintendo	Hudson	1-4	X	X	2	13	PAL	9.0
WORMS BLAST	Ubi Soft	Team 17	1-2	X	X	3	7	PAL	7.8
ZOOCUBE	Acclaim	Coyote	1-4	X	X	2	9	PAL	7.0
PAC-MAN FEVER	Namco	In-house	1-4	X	X	10	12	PAL	5.7
EGGO MANIA	Kemko	Hot Gen Studios	1-4	X	X	2	11	PAL	5.2
TETRIS WORLDS	THQ	Randicall Ent	1-4	X	X	4	11	PAL	4.7

PLATFORM

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
DONALD DUCK: QUACK ATTACK	Ubi Soft	In-house	1	X	X	6	6	PAL	6.2
PAC-MAN WORLD 2	Namco	In-house	1	X	X	16	5	NTSC	6.1
CRASH BANDICOOT	Eurocom	Vivendi	1	X	X	4	13	PAL	5.6
TAZ WANTED	Infogrames	Blitz Games	1-2	X	X	4	11	PAL	5.6
SCOOBY DOO!	THQ	Heavy Iron Studios	1-2	X	X	5	13	PAL	5.2
DISNEY'S TARZAN FREERIDE	Disney Int.	Ubi Soft	1	X	X	8	6	PAL	5.0
TY THE TASMANIAN TIGER	EA	Crome Studios	1	X	X	1	13	PAL	4.8

RACING

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
WAVERACE: BLUE STORM	Nintendo	NSTC	1-4	X	Issue 5	3	6	PAL	8.9
BURNOUT	Acclaim	Criterion Games	1-2	X	X	6	6	PAL	8.4
XG3: EXTREME G RACING	Acclaim	In-house	1-4	X	X	3	6	PAL	8.2
F1 2002	EA	In-house	1-2	X	X	7	9	PAL	7.6
SIMPSON'S ROAD RAGE	EA	Radical Ent.	1-2	X	X	5	6	PAL	7.5
CRAZY TAXI	Acclaim	In-house	1	X	X	4	6	PAL	7.3
SMUGGLER'S RUN: WARZONES	Take-Two	Rockstar	1-4	X	X	6	12	PAL	7.1
MX SUPERFLY	THQ	Pacific Coast	1-2	X	X	8	11	PAL	7.1
DRIVEN	Bam! Ent.	In-house	1-2	X	X	3	6	PAL	7.0
PRO RALLY	Ubi Soft	In-house	1-2	X	X	3	13	PAL	5.9
NEED FOR SPEED: HOT PURSUIT 2	EA	In-house	1-2	X	X	2	12	PAL	5.3
SUPERCROSS WORLD	Acclaim	In-house	1-4	X	X	9	9	PAL	4.6
18WHEELER AM-PRO TRUCKER	Acclaim	In-house	1-2	X	X	3	8	PAL	4.4
CEL DAMAGE	EA	In-house	1-2	X	X	2	6	PAL	4.3
SMASHING DRIVE	Namco	Point Of View	1-2	X	X	3	5	PAL	3.8

RPG

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
ANIMAL CROSSING	Nintendo	In-house	1-4	✓	X	59	12	NTSC	8.5
LOST KINGDOMS	Activision	From Software	1	X	X	2	8	PAL	7.0

WORST GAMES YET

WHEN TWO BECOME ONE

01 **WRECKLESS 2002**

Tell us, why would any publisher bother rehasing a universally panned and ageing travesty of game? Answers on a bratwurst to the usual address.

2.5

2002/ACTIVISION

02 **UNIVERSAL STUDIOS**

We all have great ideas once in a while that, in hindsight, we realise were rubbish. This usually occurs after heavy bouts of drinking. Well, here's one that actually became a reality. Ick!

3.0

2002/HEIMCO

03 **SMASHING DRIVE**

Gladly it's only us videogame journalists who seem to have much knowledge of this utter shambolic attempt at a racer, and frankly it's better things stay that way.

3.8

2002/NAMCO

04 **GODZILLA: DAMN**

To have featured in the Xmas adverts heralding the GameCube's Xmas line up is perhaps the greatest indictment this previously ignored game could have bestowed upon its pitiful self.

4.0

2002/INFOGAMES

05 **BARBARIAN**

Due to the fact this has even fewer redeeming features than *Gauntlet: Dark Legacy*, *Barbarian* takes the accolade of our fifth worst game yet. Eew, I feel queasy now.

4.3

2002/VIRGIN



➔ SO MANY GAMES TO CHOOSE FROM,
SO CHOOSE WISELY, MY SON

GAMECUBE

BEST OF A BEAUTIFUL
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SHOOT-'EM-UP

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
TIMESPLITTERS 2	Eidos	Free Radical	1-4	X	Issue 12	6+	11	PAL	9.5
STAR WARS: ROGUE LEADER	Activision	Factor 5	1	X	Issue 2/3	3	6	PAL	9.1
MEDAL OF HONOR: FRONTLINE	EA	In-house	1-4	X	Issue 15	4	14	PAL	8.6
DIE HARD VENDETTA	Vivendi	Bits Studios	1	X	X	6	13	PAL	8.2
TOP GUN: COMBAT ZONES	Virgin	Digital Integration	1	X	X	7	10	PAL	6.9
ROBOTECH: BATTLECRY	TDK	Mediactive	1-2	X	X	1	13	NTSC	8.0
NIGHTFIRE	EA	In-house	1-4	X	X	2	14	PAL	7.9
AGENT UNDER FIRE	EA	In-house	1-4	X	Issue 9	3	7	PAL	6.4
TUROK EVOLUTION	Acclaim	In-house	1	X	X	1	11	PAL	6.1
SPYHUNTER	Midway	Point Of View	1-2	X	X	6	7	PAL	5.9

SPORTS

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
TONY HAWK'S PRO SKATER 4	Activision	Neversoft	1-2	X	X	5	13	PAL	9.2
AGGRESSIVE INLINE	Acclaim	Z-Axis	1-4	X	Issue 10	57	10	PAL	9.1
SEGA SOCCER SLAM	SEGA	Black Box Games	1-4	X	X	8	11	PAL	9.0
TIGER WOODS PGA TOUR 2003	EA	In-house	1-2	X	X	3	14	PAL	9.0
TONY HAWK'S PRO SKATER 3	Activision	Neversoft	1-2	X	Issue 4	6	6	PAL	8.6
NHL HITZ 20-03	Midway	Black Box Games	1-4	X	X	8+	11	NTSC	8.6
NHL HITZ 2003	EA	In-house	1-4	X	X	30	14	PAL	8.4
NHL HITZ 2002	Midway	Black Box Games	1-4	X	X	5	6	PAL	8.4
NBA STREET	EA	NUFX	1-2	X	X	10	6	NTSC	8.4
VIRTUA STRIKER 3 VER. 2002	SEGA	Amusement Vision	1-2	X	Issue 10	2+	8	PAL	8.4
ISS2	Konami	Major A	1-4	X	X	9	6	PAL	8.2
FIFA FOOTBALL 2003	EA	EA	1-4	X	X	29	13	PAL	8.2
MAT HOFFMAN'S PRO BMX 2	Activision	Rainbow Studios	1-2	X	X	3+	11	PAL	8.2
ACE GOLF	Eidos	Telenet Japan	1-4	X	X	3	12	PAL	8.1
BEACH SPIKERS	Sega	AM2	1-4	X	X	3	10	PAL	8.0
SSX TRICKY	EA	EA BIG	1-2	X	X	8	7	PAL	8.0
KNOCKOUT KINGS 2003	EA	In-house	1-2	X	X	3	14	PAL	7.9
KELLY SLATER'S PRO SURFER	Activision	Treyarch	1-2	X	X	3+	11	PAL	7.6
DAVE MIRRA FREESTYLE BMX 2	Acclaim	Z-Axis	1-2	X	X	4	6	PAL	7.4
FREETSTYLE	EA	Hypnos Ent	1-2	X	X	8	12	PAL	7.4
2002 FIFA WORLD CUP	EA	In-house	1-4	X	X	29	6	PAL	7.2
NBA COURTSIDE 2002	Nintendo	Left Field	1-4	X	X	7	8	PAL	6.8
WRESTLEMANIA WWE X8	THQ	Yukes	1-4	X	X	12	12	PAL	6.7
DARK SUMMIT	THQ	Radical	1-2	X	X	4	8	PAL	6.2
NFL QUARTERBACK CLUB 2002	Acclaim	In-house	1-8	X	X	4+	4	PAL	6.1
ESPN INT. WINTER SPORTS '02	Konami	In-house	1-2	X	X	3	6	PAL	6.0
LEGENDS OF WRESTLING	Acclaim	In-house	1-4	X	X	3	7	PAL	4.7
DISNEY SPORTS SKATEBOARDING	Konami	In-house	1	X	X	3	12	PAL	4.6
BMX XXX	Acclaim	Z-Axis	1-2	X	X	57	14	PAL	4.5
BIG AIR FREESTYLE	Uni Soft	In-house	1-2	X	X	3	14	PAL	4.2
WTA PRO TENNIS TOUR	Konami	Konami	1-4	X	X	4	12	PAL	4.5

01



TIMESPLITTERS 2

02



STARFOX ADVENTURES

03



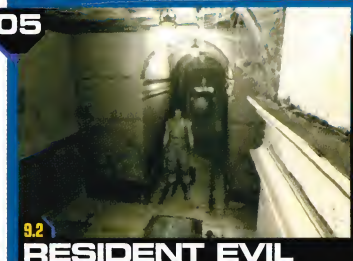
SUPER MARIO SUNSHINE

04



ETERNAL DARKNESS

05



RESIDENT EVIL

06



SUPER MONKEY BALL

07



TONY HAWK'S PRO SKATER 4

08



AGGRESSIVE INLINE

09



STAR WARS: ROGUE LEADER

10



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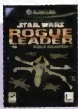
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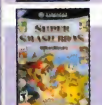
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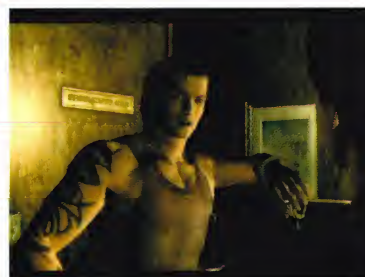


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➤ TAKE TO THE SHIES!

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CUBE
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IMPORT
REVIEW



PAL
REVIEW!

RESIDENT EVIL ZERO

➤ THE HORROR CONTINUES...

We purposefully held back on bringing you an import review of Capcom's latest classic so that we could deliver a massive PAL review next issue. If you liked *Resident Evil Remake*, this will grab you by the throat and demand that you play it, before ripping your arms off!



Definitive reviews of ALL the latest GameCube

REVIEWS



SUPER MONKEY BALL 2 (PAL)

Finally, the cheeky, high-flying monkeys hit the UK!



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The GC's first team reconnaissance game hits the shelves.



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You have the right to remain dead... or something. It's here!

REVIEW



FINAL FANTASY: CRYSTAL CHRONICLES

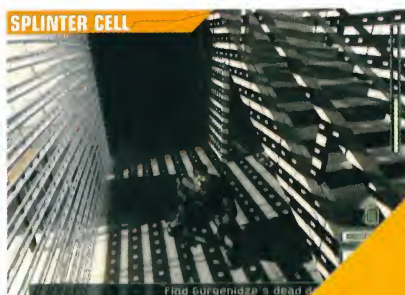
SQUARE ENIX REVEALS ALL

Crystal Chronicles has an air of mystery surrounding it, but now that the merger between Square and Enix has been confirmed, Games Designer's Studio are set to let the world in on their big secret. Should we expect in-game screens? Oh yes...

All the latest information and screenshots for all the greatest games!

- Splinter Cell
- Harvest Moon
- Viewtiful Joe
- 1080° Avalanche

- F-Zero GC
- Soul Calibur II
- Galleon: IOM
- Pikmin 2



F-ZERO GC



INTERVIEWS

STUDIO EYE

DARKBLACK

Just as we went to press we found out why *Darkblack* had seemingly disappeared. The news is not good, but sadly it's an all-too-familiar story in this industry. Find out the sad truth in next issue's full report.



SOLUTIONS

PROBLEM SOLVED

MOH: FRONTLINE

We've issued you with the first part of our *Frontline* guide this month, and next issue will bring with it the concluding chapter. For all the best maps and expert advice on this intense war simulation, there's only one place to go.



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It looks atrociously simple, but so did *Tetris*...

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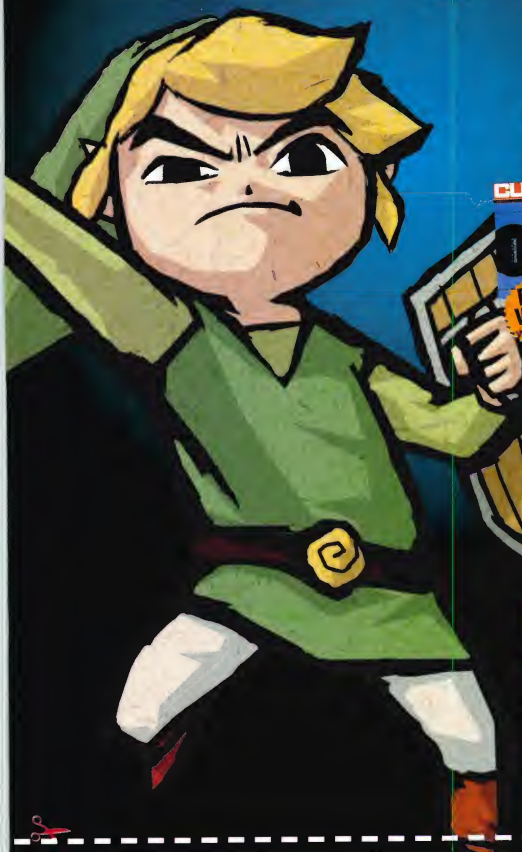
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ISSUE FOUR

Find out how to link your GC with your GBA, the history of SEGA plus reviews of games like Animal Forest+, Virtua Striker 3, Cel Damage, Dark Summit and Madden 2002!



ISSUE EIGHT

All the E3 previews, Metroid Prime world exclusive, SEGA Soccer Slam, Bomberman Generation, GameCube monitors, and the second part of that Pikmin solution!



ISSUE ONE

Huge hardware review plus Rogue Leader, Wave Race, Luigi's Mansion, Resident Evil, StarFox Adventures, Super Monkey Ball, FIFA 2002, Tony Hawk's 3 and plenty more! INCLUDES FREE VIDEO!



ISSUE FIVE

A feature on the world's most famous plumber, Mario, the games we'd like to see on the Cube plus reviews of ISS2, Animal Leader, NBA Street, Pac-Man World 2, 18Wheeler, and Smashing Drive!



ISSUE NINE

Exclusive Eternal Darkness review, stunning new TimeSplitters 2 shots, Super Monkey Ball 2, Biohazard Zero, Steering Wheels, and a huge Agent Under Fire solution plus our best-ever free gift!



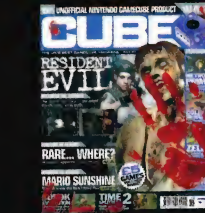
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30 reasons to buy a GameCube revealed plus Super Smash Bros. Melee, Rogue Leader, XG3: Extreme Racing, Dave Mirra 2, NHL Hitz 20-02, Crazy Taxi, SSX Tricky, Simpsons Road Rage and many others!



ISSUE SIX

Special 50-page feature dedicated to the UK launch of the GameCube, plus reviews of Rogue Leader, Biohazard, Burnout, Super Smash Bros. Melee, Super Monkey Ball and many more!



ISSUE TEN

Exclusive Resident Evil review, massive review of Super Mario Sunshine, amazing new shots of Colin McRae 3, Metroid Prime, Zelda and Die Hard: Vendetta, all wrapped up in a blood-soaked slip-case!



ISSUE THREE

The lowdown on Acclaim's GameCube releases, a world-exclusive look at Vexx plus Tony Hawk's 3, Turok Evolution, Sonic Adventure 2, Agent Under Fire and more!



ISSUE SEVEN

A preview of E3, exclusive screenshots from Die Hard: Vendetta plus reviews of Pikmin, Agent Under Fire and SSX Tricky. Also part one of the Pikmin Solution,



ISSUE ELEVEN

Exclusive TimeSplitters 2 and Super Monkey Ball 2 reviews, Burnout 2 is revealed and we look at StarFox Adventures for one last time. All that plus a free Mario Sunshine guide!



ISSUE TWELVE

The exclusive review of StarFox Adventures, a massive In-Depth on Mortal Kombat and a 12 page feature on Zelda! Also Don't forget the Zelda fascia AND the TS2 tips...



ISSUE THIRTEEN

Six pages of brand new Zelda stuff, an exclusive PAL review of The Clone Wars plus Tony Hawk's 4, Mario Party 4, Godzilla, and a StarFox Adventures guide on the cover for free!



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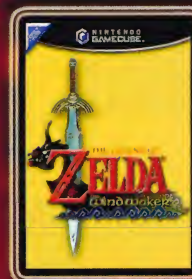
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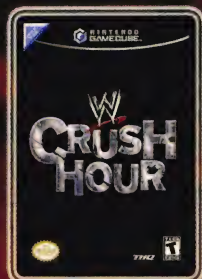
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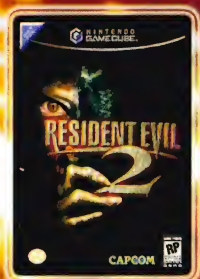
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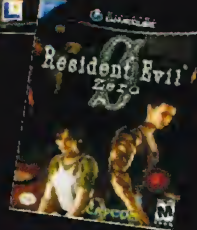
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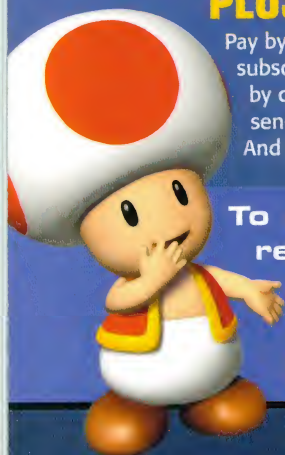
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DEAR Animal Crossing DIARY



CHRISTMAS IS COMING AND THE GOOSE IS GETTING FAT — IF ONLY BECAUSE OF ALL THE LEFTOVER HALLOWEEN CANDY IT'S BEEN EATING. YEP, IT'S ANOTHER MONTH IN ALFTOWN AND 2003 IS JUST AROUND THE CORNER...

1 DECEMBER 2002



1ST DECEMBER 2002

Ahh, December — my favourite month of the year. Not being a big fan of the sun, I always enjoy winter; after all, you can make yourself warm when it's cold, but it's tough to cool down when it's hot. In any case, things are hotting up (as it were) in Alftown with the onset of the festive period because everyone's getting in the mood for mince pies, mistletoe and, not surprisingly, presents. Today is especially important as it's unofficially the first day of winter — everyone in town gathers together and celebrates Snow Day. The fact that there isn't actually any snow yet doesn't seem to bother anyone, but I can't help thinking they're missing the point. Besides, if there's no snow, then where did Tortimer manage to pull the commemorative Snow Day Snowman from, eh? I'm starting to wonder about that bloke.



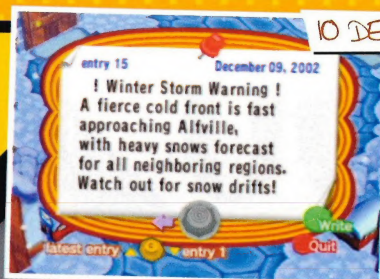
The start of December has also been a time of redecoration — having put up with all that special Halloween furniture for nearly a month now, I thought it was about time for a change. Of course, the last thing I want to do is annoy the Happy Room Academy... especially seeing as I've been holding steady at a constant 115,000+ points every time they grade my house. Thankfully, my efforts during last month's Harvest Festival have paid off — constantly running backwards and forwards between the dinner table and Franklin the Turkey managed to net me a whopping collection of Harvest furniture which now adorns my house. It's certainly a breath of fresh air after all that dark and dingy Halloween stuff, but I can't quite get over the fact that it's all so... well, pink. Still, I'm pretty sure I'll just switch it all over when Jingle comes to town with his furniture later this month...

10TH DECEMBER 2002

Typical — absolutely bloody typical. A sign appears on the Alftown noticeboard announcing the arrival of a particularly cold front of weather from the north, all the villagers start pulling on their warmest clothes and complaining about how cold it is... but do I take any notice? No, of course I don't, and now it's bloomin' well snowing. Thankfully, I've got a whole collection of warming winter jumpers to keep the cold at bay but just the same, I really should have expected something like this. Good thing I've got my trusty Golden Shovel to keep the snow moving or I might have been trapped in my house all day.

Naturally, the snow hasn't stopped me from making my daily rounds through the village and even more naturally, the locals are up for a good old chin-wag — even if it is all about how cold the weather's got. Yes, I can see that — the ground's covered in snow and it's the middle of winter, what did you expect... tropical sunshine? Honestly, I ask you. The other main topic of conversation (besides Crazy Redd's upcoming visit, what I do with the bugs I catch

MY FAMILY AND OTHER ANIMALS



10 DECEMBER 2002



and how I'll never be as popular in town as Wolfgang) is the festive season. This, in turn, has got me in a fairly Christmassy mood and, combined with the rather decorative fairy lights that seem to be adorning random trees around town, I feel that a spot of present shopping is in order. First on the shopping list is a tree, and luckily Tom has just what I'm looking for — two rather splendid Festive Trees. I'll have both, thank you very much (despite the fact that I haven't actually got anywhere to put them in my house). Time to do a spot of furniture rearranging... again. Bah.

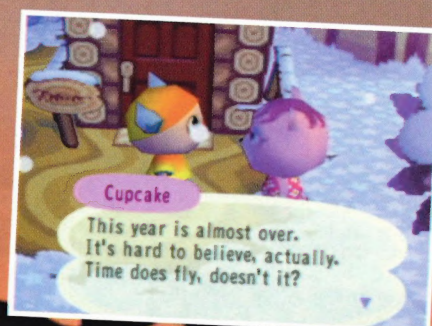
23RD DECEMBER 2002

What with the severe lack of religion in Alftown (hey, it's a cultural choice apparently), it turns out that there's no actual Christmas as such here. This is a bit of a bummer for me, seeing as how I really

enjoy stuffing my face and opening presents... although we had that last month during Thanksgiving, so I don't mind really. What we do have in place of Christmas though is Toy Day — the day when everyone in the village receives a bundle of goodies through the post from people who like them. I didn't get as many as I might have hoped. I guess it's the thought that counts... but I'd rather have had all the presents just the same. What I did get was quite nice though: there's a NES from Nintendo, a bunch of clothes from people in the village and even a lovely painting from my own dear mother. Obviously, it's not to my taste (well, when was the last time anyone's mother gave them something they liked for Christmas?) so off it goes to Blathers in the museum. Since completing my fossil collection some time ago, I've been concentrating on getting the painting collection finished, however those paintings aren't quite as easy to come by as you might think. Shaking trees is all very well, but when I end up getting stung three times on one night just for the sake of finding another one... well, it's hardly worth the effort sometimes.

Anyway, in just over a week's time it'll be next year — can you believe that? It's amazing how time flies, and even more amazing that I've actually been living in Alftown now for nearly four months. Friends have been made and lost (mainly because they moved away), furniture has been bought and all manner of other wonderful things have happened — and no doubt will happen all over again next year. Ooh, I can hardly wait!

23 DECEMBER 2002



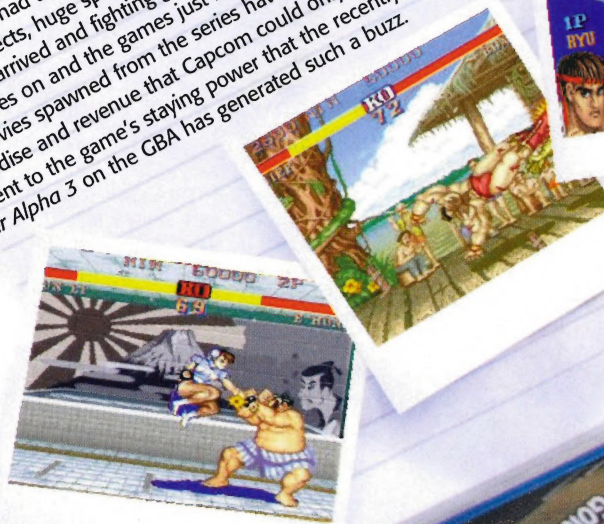
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ALTHOUGH PEOPLE WERE playing around with PC Engines beforehand, the American release of *StreetFighter II* on the SNES was the game that brought importing to the masses. Of course, at £80 a pop it was still a practice only for the rich, but for those who were brought up with the names of Ryu and Chun-Li meaning more than just videogame characters, it's hard to forget the impact that Capcom's sequel to a little-known game had on the world. It was one of those games where people who didn't know what a console was, knew the names Ryu and Ken.

STREETFIGHTER II

STREETFIGHTER II

The Soul Caliburs, Tekkens and Virtua Fighters have one thing in common – they owe their successes to Capcom. In the early Nineties, an arcade game called StreetFighter II: World Warriors was released. It featured eight fighters, all eager to prove their worth on the battlefield, and it was your job to take control and lead them to victory. Fighting against every opponent, eventually you would come face-to-face with the evil M. Bison, (known as Vega in Japan) who you'd have to existance and special stages where you had to beat up simplistic now, but at the time there wasn't anything like it. Signature moves were introduced, Combos came into existence and had to be mastered in different ways. and destroy things, were there to be challenged. Not only this, but the perfectly balanced characters each had an intriguing side story and had to be mastered in different ways. Clear voice effects, huge sprites and perfect animation got players excited. The king of the arcades had arrived and fighting games would never be the same again. To this day, the franchise lives on and the games just keep getting better. To date the various Manga and anime movies spawned from the series have generated an untold amount of merchandise and revenue that Capcom could only have dreamed of ten years ago. It's a testament to the game's staying power that the recently released Street Fighter Alpha 3 on the GBA has generated such a buzz.



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Animal Crossing
B = 02
Batman Vengeance
Beach Spikers
BloodRayne
Bloody Roar: Primal Fury
BMX XXX
Bomberman Generation
Bond 007: Nightfire
Bond: Agent Under Fire
Burnout
C = 03
Capcom vs. SNK: EO
Cel Damage
Crash Bandicoot
Crazy Taxi
D = 04
Dave Mirra BMX 2
Dead to Rights
Die Hard: Vendetta
Disney's Magical Mirror
Doshin the Giant
E = 05
Eighteen Wheeler
ESPN Int. Winter Sports'02
Eternal Darkness
Extreme G3
F = 06
FIFA 2002
FIFA 2003
Fifa World Cup 2002
Freekstyle
Frontline (M. of Honor)
G = 07
Gauntlet: Dark Legacy
Godzilla: D. all Monsters
Groove Adventure Rave
H = 08
Harry Potter C. of Secrets
I = 09
Int. Superstar Soccer 2
Int. Winter Sports 2002
J = 10
J. McGrath's 5 cross World
J. Bond: Agent Under Fire
James Bond: Nightfire
Jedi Knight 2
K = 11
Kelly Slater's Pro Surfer
L = 12
Legends of Wrestling 1&2
Luigi's Mansion
M = 13
Madden NFL 2002
Magical Mirror
Mario Party 4
Mario Sunshine
Mat Hoffman's Pro BMX 2
Medal of Honor Frontline
Metroid Prime
Minority Report
MX Superfly
Mystic Heroes
N = 14
NASCAR Thunder 2003
NBA 2K2 & 2K3
NBA Courtside 2002
NBA Live 2003
NBA Street
Need for Speed H.Purs.2
NFL Blitz 2002
NFL Q'back Club 2002
NFL 2003
NHL Hitz 2002
Nightfire
O = 15
OO7 Agent Under Fire
OO7 Nightfire
P = 16
Pac-Man World 2
Phantasy Star Online
Pikmin
R = 18
Red Card Soccer 2003
Resident Evil
Resident Evil Zero
Robotech: Battlery
Rocket Power Bch. Bandits
Rocky
Rogue Leader
S = 19
Scooby Doo: 100 Frights
Sega Soccer Slam
Simpsons: Road Rage
Smugglers Run 2: Warz
Sonic Adventure 2 Battle
Spiderman The Movie
Spy Hunter
Spyro: Ent. the Dragonfly
SSX Tricky
Star Wars: Bounty Hunter
Star Wars: Clone Wars
Star Wars: J. Knight 2
Star Wars: Rogue Lead
Starfox Adventures
Super Mario Sunshine
Super Monkey Ball 1&2
Super Smash Bros Melee
T = 20
Tarzan Freeride
Tiger Woods Golf 2003
Time Splitters 2
Tony Hawk's 3 & 4
Top Gun: Combat Zones
Turok: Evolution
Ty the Tasmanian Tiger
U = 21
Ult. F.Champ: Throwdown
V = 22
Virtua Striker 3: V. 2002
W = 23
Wave Race: Blue Storm
World Cup 2002
WWE Wrestlemania X8
X = 24
X-Men: Next Dimension
Z = 26
0-9 = 27
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007 Nightfire
18 Wheeler
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